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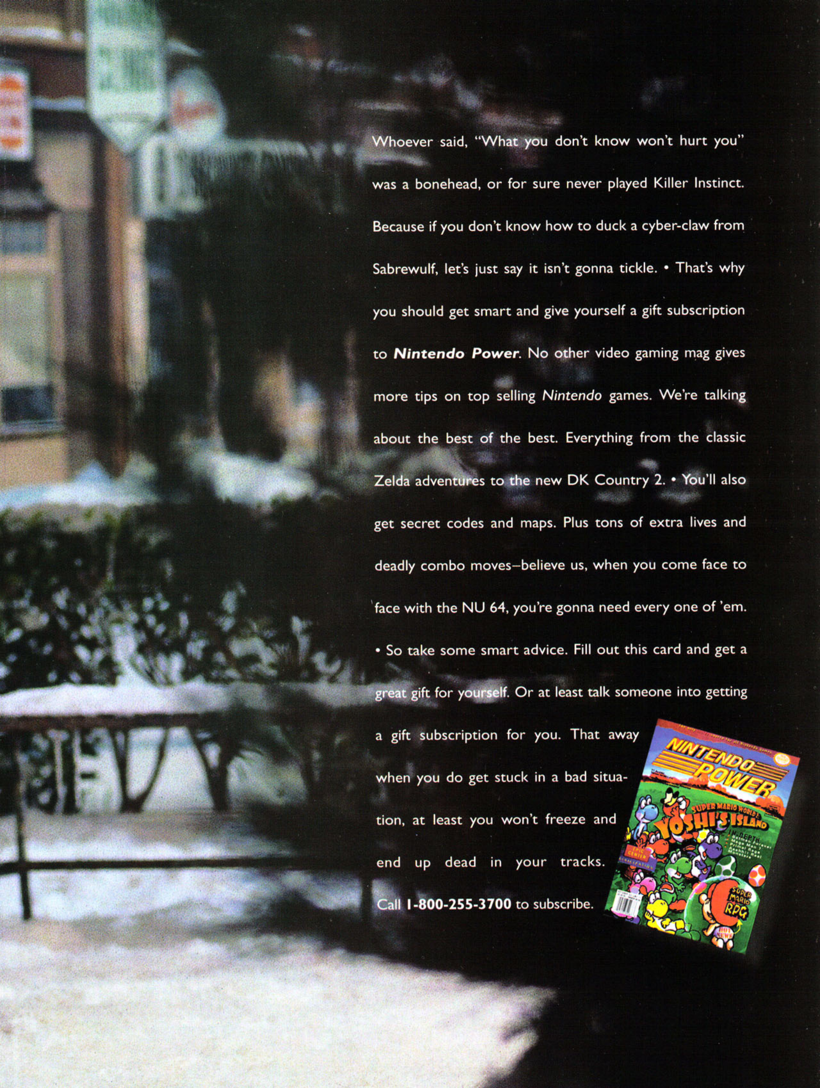

Whoever said, "What you don't know won't hurt you" was a bonehead, or for sure never played Killer Instinct. Because if you don't know how to duck a cyber-claw from Sabrewulf, let's just say it isn't gonna tickle. • That's why you should get smart and give yourself a gift subscription to ***Nintendo Power***. No other video gaming mag gives more tips on top selling *Nintendo* games. We're talking about the best of the best. Everything from the classic Zelda adventures to the new DK Country 2. • You'll also get secret codes and maps. Plus tons of extra lives and deadly combo moves–believe us, when you come face to face with the NU 64, you're gonna need every one of 'em. • So take some smart advice. Fill out this card and get a great gift for yourself. Or at least talk someone into getting a gift subscription for you. That away when you do get stuck in a bad situation, at least you won't freeze and end up dead in your tracks.

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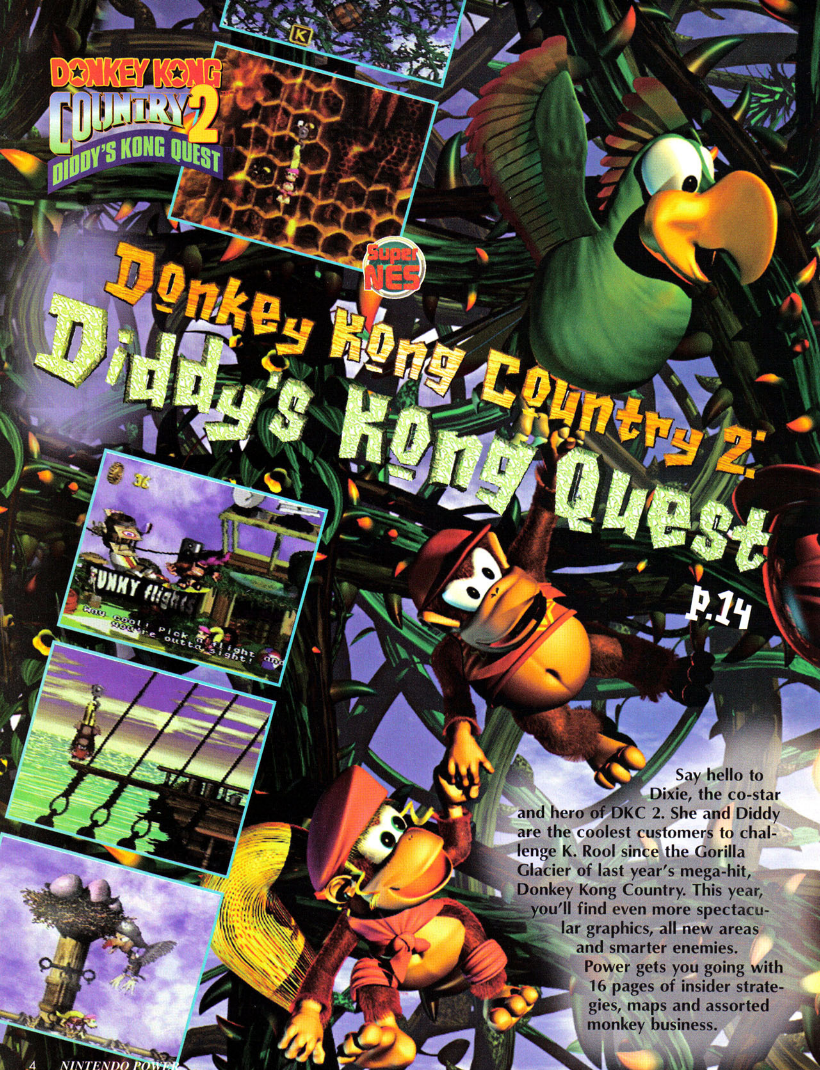
Donkey Kong Country 2: Diddy's Kong Quest


DONKEY KONG COUNTRY 2
DIDDY'S KONG QUEST
Super NES
K
36
FUNKY flights
Way cool! pick a flight and you're outta sight!

p.14

Say hello to Dixie, the co-star and hero of DKC 2. She and Diddy are the coolest customers to challenge K. Rool since the Gorilla Glacier of last year's mega-hit, Donkey Kong Country. This year, you'll find even more spectacular graphics, all new areas and smarter enemies. Power gets you going with 16 pages of insider strategies, maps and assorted monkey business.

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SHOSHINKAI: OUT OF CONTROL

P.10

This month's preview of the Shoshinkai trade show in Japan features exclusive pics of the fabled Nintendo Ultra 64 controller. It's real. It's exotic. It's so advanced you practically need a degree to even think about it. Don't miss this exclusive first look.

VIRTUAL BOY WARIO LAND

Wario masters a 3-D world in the biggest, wildest, weirdest game for Virtual Boy yet. The maniacal one does it all: with hats, with 3-D battles, with total disregard for polite society. So plug in your head and warm up your brain for some of the best hop and bop on any video game system.

THE SPORTING LIFE

Sports Scene pries inside the hottest holiday sports releases to bring you the full scoop. NBA Give 'N Go, NFL Quarterback Club '96 and Frank Thomas Big Hurt Baseball may all be champions, but how do they really stack up to the competition?

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010
P.68

PLAYER'S PULSE

In Volume 75, we asked you to send in your ideas for dream games. We didn't expect the tidal wave of responses that came pouring in! Here's just a small sample of what we've received so far.

I think you should come out with a game called Final Fantasy Generations. It would include Final Fantasy 1, 2 and 3, like Super Mario All-Stars. I also think you should have EarthBound 2.

NOAH HOUSE
SEAVIEW, WA

Hmm . . . my dream game? A sequel to Super Mario Kart. You could get cool power-ups like a plunger that you could stick into opponents. Then, you could shoot them anywhere you like. There would also be power-ups that would make a double of you. Then, other players would waste their shells and bananas trying to spin you out.

CHRISTIAN BRAY
ORLANDO, FL

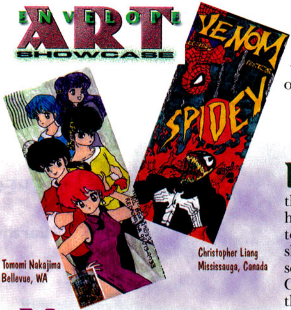
I think the next great game (if you can make it) would be EarthBound for the Game Boy. Better yet, how about an EarthBound sequel for the Game Boy.

BRIAN ARPIDONE
STRONGSVILLE. OH

Dragon Warrior IV and Run Saber 2 for the Super NES. All these games should be made by Nintento and Rare with graphics like those in Donkey Kong Country and Killer Instinct.

BENTON W. FERGUSON
RALEIGH, NC

ENVELOPE ART SHOWCASE



Tomomi Nakajima
Bellevue, WA

Christopher Liang
Mississauga, Canada

My dream game would be a sequel to SimCity, with an election every four years or so and more sources of info like a newspaper.

MATT KREMS
ST. LOUIS, MO.

Free Willy and The Munsters.

CAMERON TRIPLETT JR.
BROOKSVILLE, MS

I think it would be really cool if you made the Mega Man characters into a fighting game.

TONY STOCKER
VASHON, WA

I think that you should make a Gumby video game. You could have him do anything in a video game because he's made out of clay.

CHRIS BERMAN
RODEO, CA

I would like Tank Girl to become a game on the Super NES because the idea of a woman super-action hero who's pro-feminist is appealing to many women and men. Why should women keep on taking a back seat to men? Arnold, Sly and Jean-Claude get very nauseating after their 10th macho-man film made into a video game.

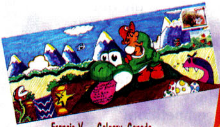
ROBIN ORLANORI
KATY, TX

The X-Files would make a great RPG.

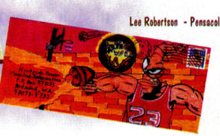
SHANNON CALLAHAN
FRESNO, CA

EarthBound 2. This time Ness is older, and can even drive his own car and borrow money from his mom and dad. At the arcades, he can play way-cool games like Killer Instinct and Primal Rage for 25 cents. He can have his own Super NES at home and buy real Super NES games.

MATTHEW BILLEAUDEAUX
YOUNGSVILLE, LA



Francis V. - Calgary, Canada



Lee Robertson - Pensacola, FL

I would like to see a sequel to Ken Griffey Jr. Presents Major League Baseball, with the following changes: more control of pitches, control of slides when baserunning, trades, and player slumps and injuries. But keep the graphics, game play, game speed and stadium animation.

AARON DOLORES
BOLINAS, CA

I would truly appreciate it if you made a Super NES version of Maniac Mansion. Use 3-D graphics, cool colors, and a more interesting plot.

HEATHER ROGERSON
CONCORD, CA

It would be so cool if you could make a Virtual Boy Metroid game.

JOHN KROHN
MUNITH, MI

I would really like to see a sequel to the game Robotrek.

HSUEH LIN
PLACENTIA, CA

My idea of a dream game would be a sequl or prequel to Super Metroid. It would show how Samus Aran got her armor or her first adventure with it.

MICKEY KELL
HARRISBURG, PA

I think the movie Species should be made into a video game for Super NES and Game Boy.

PJ KLEMPA
MIDLOTHIAN, VA

I think the ultimate video game would be a fighting game featuring the characters from Final Fantasy III.

TIMOTHY S. EKKEBUS
SODUS POINT, NY

Also, thanks to Julie Dillon of Sacramento, CA, Jeff Jones of Hampton, VA, Mary Sotebeer of Owatonna, MN, Chris Apitz of Pecatonica, IL, and Cameron White of Tonasket, WA, for suggesting another Zelda game.

WRITE AWAY RIGHT AWAY!

When writing us, don't forget to put your name and address on your letter, as well as on the back of any photo or artwork you send us. Thanks!

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- Any Zelda game
- Killer Instinct, Mortal Kombat II, Mortal Kombat 3
- EarthBound, Illusion of Gaia, Super Metroid
- Secret of Evermore, Breath of Fire, Breath of Fire 2, Chrono Trigger, Final Fantasy III
- Donkey Kong Country, Donkey Kong Land
- Super Punch-Out!!

Coming in December: Donkey Kong Country 2

Also: News about hot new games, the NU 64 & other cool stuff
This call may be long distance, so before you call, be sure to get permission from whoever pays the bill.

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POWER CHARTS

SUPER NES TOP 20

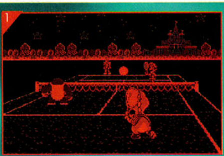
THIS MONTH	GAME NAME	LAST MONTH	MONTHS ON THE CHART
1	KILLER INSTINCT	1	6
2	CHRONO TRIGGER	3	5
3	DONKEY KONG COUNTRY	2	14
4	DONKEY KONG COUNTRY 2: DIDDY'S KONG QUEST	NOT RANKED	2
5	SUPER MARIO WORLD 2: YOSHI'S ISLAND	5	3
6	THE LEGEND OF ZELDA: A LINK TO THE PAST	4	47
7	MORTAL KOMBAT 3	7	3
8	FINAL FANTASY III	6	12
9	SUPER METROID	8	20
10	KEN GRIFFEY JR. PRESENTS: MLB	16	20
11	MORTAL KOMBAT II	14	14
12	EARTHWORM JIM	17	14
13	EARTHWORM JIM 2	9	2
14	NBA JAM TOURNAMENT EDITION	NOT RANKED	10
15	MEGA MAN 7	NEW	1
16	BATMAN FOREVER	NEW	1
17	DOOM	10	5
18	EARTHBOUND	11	6
19	ILLUSION OF GAIA	18	13
20	NHL '96	NEW	1

GAME BOY TOP 10

THIS MONTH	GAME	LAST MONTH	TOTAL MONTHS
1	THE LEGEND OF ZELDA: LINK'S AWAKENING	1	32
2	DONKEY KONG LAND	2	11
3	TETRIS	4	39
4	GALAGA/GALAXIAN	6	3
5	KILLER INSTINCT	NEW	1
6	METROID II: RETURN OF SAMUS	3	48
7	SUPER MARIO LAND 2: 6 GOLDEN COINS	8	38
8	DONKEY KONG	9	19
9	DR. MARIO	NOT RANKED	38
10	ASTEROIDS/MISSILE COMMAND	NOT RANKED	2

TOP 10 TEAM-SPORTS GAMES

THIS MONTH	GAME	SYSTEM	RELEASE DATE
1	KEN GRIFFEY JR. PRESENTS: MLB	SUPER NES	MAR. '94
2	NBA JAM TOURNAMENT EDITION	SUPER NES	FEB. '95
3	NHL '96	SUPER NES	SEPT. '95
4	NBA LIVE '96	SUPER NES	OCT. '95
5	MADDEN NFL '96	SUPER NES	NOV. '95
6	TECMO SUPER BOWL III: THE FINAL EDITION	SUPER NES	OCT. '95
7	NFL QUARTERBACK CLUB '96	SUPER NES	NOV. '95
8	NBA GIVE 'N' GO	SUPER NES	NOV. '95
9	FIFA INTERNATIONAL SOCCER '96	SUPER NES	NOV. '95
10	FRANK THOMAS: "BIG HURT" BASEBALL	SUPER NES	OCT. '95



VIRTUAL BOY TOP 5

THIS MONTH	GAME	LAST MONTH	TOTAL MONTHS
1	MARIO'S TENNIS	4	2
2	GALACTIC PINBALL	1	2
3	MARIO CLASH	5	2
4	WARIO LAND	3	2
5	RED ALARM	2	2

MOST WANTED

Nintendo Power readers are gearing up their systems for hot new games, including Yoshi's Island and Diddy's Kong Quest. Not shown here but bubbling just under the ten most wanted are two long-awaited titles, TH•Q's The Mask and Playmates' Earthworm Jim 2. Don't mask your opinions. Use the Player's Poll card at the back of this issue to make your voice heard!

1. NINTENDO ULTRA 64
2. KILLER INSTINCT (NU 64)
3. MORTAL KOMBAT 3 (NU 64)
4. CRUIS'N USA (NU 64)
5. DOOM (NU 64)
6. VIRTUAL BOY
7. MORTAL KOMBAT 3
8. DONKEY KONG COUNTRY 2: DIDDY'S KONG QUEST
9. SUPER MARIO WORLD 2: YOSHI'S ISLAND
10. KILLER INSTINCT

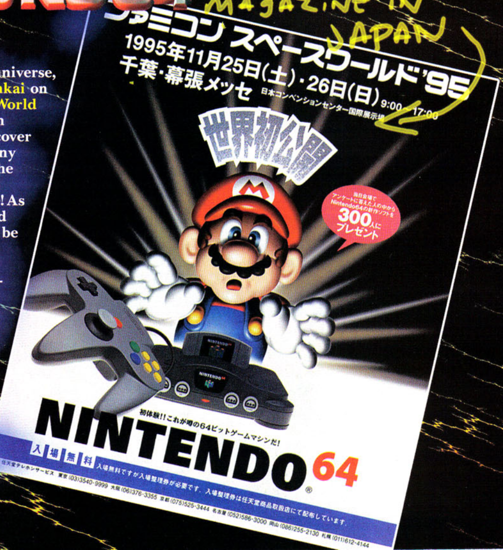
OUT OF

NINTENDO 64 ARRIVES IN JAPAN

It's the biggest video game event in history and Nintendo Power puts you in the heat of the action. Shoshinkai 1995 will be remembered as the place where the Nintendo Ultra 64 became reality. Our continuing coverage begins this month and concludes in January with a special 14 page wrap-up of all the hardware and software. Our on-line audience at Nintendo Power Source on America Online will log on to live reviews and chats from the show itself. What do we expect to see? What sneak peeks have we got for you now? What is it all about? We're here to tell you.

NINTENDO NU 64 PLUGGED

The ultimate video game system in the universe, the Nintendo Ultra 64, debuts at **Shoshinkai** on November 24th and the **Famicon Space World** exhibition on November 25th and 26th in Japan. Nintendo Power will be there to cover the breaking news, the excitement and any monster attacks that may occur during the show. Are we excited? Do pigs wallow in muck? **The first NU 64 games** will be there! As many as one hundred NU 64 units should be on display! As many as ten games will be demonstrated. Still other games will be glimpsed for the first time via special video tape footage. Godzilla is, reportedly, a **HUGE** Nintendo fan! (In fact, the biggest.) And the long awaited unveiling of the revolutionary Nintendo Ultra 64 controller will take place. Of course, all of the hoopla is really for the Japanese version of the system, which is called the **Nintendo 64**. The North American NU 64 isn't scheduled to come out until this spring. Some of what you are about to read may change between press time and the opening of the show, but this is the best bet on what will happen.



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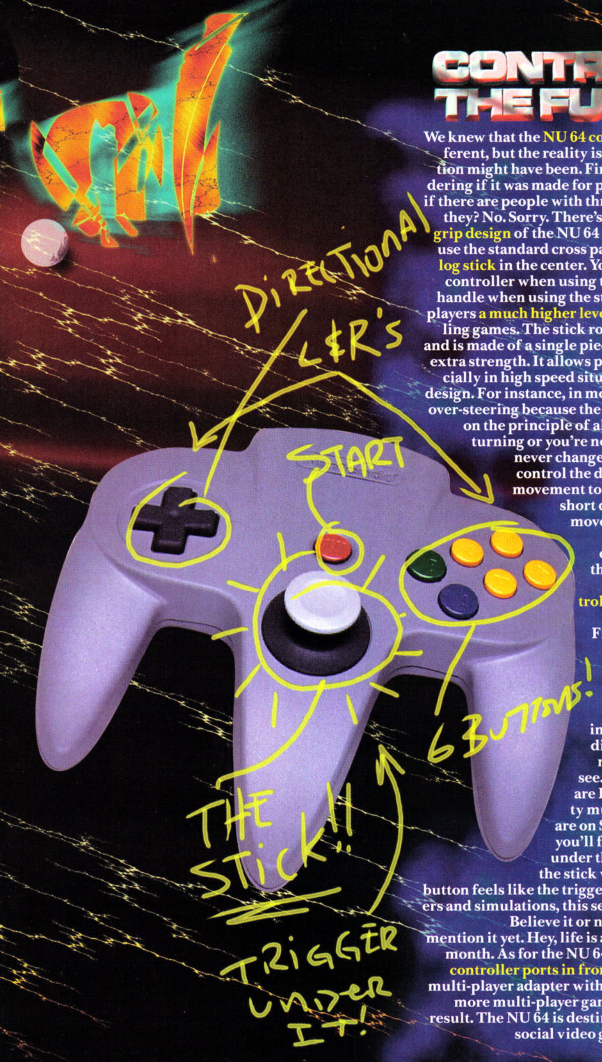
FROM FAMICOM MAGAZINE IN JAPAN

CONTROLLING THE FUTURE



We knew that the **NU 64 controller** was going to be different, but the reality is far cooler than any speculation might have been. First off, you're probably wondering if it was made for people with three hands and, if there are people with three hands around, where are they? No. Sorry. There's a simpler answer. **The three grip design** of the NU 64 controller makes it easier to use the standard cross pad on the left or the **new analog stick** in the center. You grip the left handle of the controller when using the cross pad and the central handle when using the stick. The analog stick allows players **a much higher level of accuracy** while controlling games. The stick rotates smoothly through 360° and is made of a single piece of composite material for extra strength. It allows precision game control, especially in high speed situations, because of its analog design. For instance, in most racing games, you end up over-steering because the standard cross pad operates on the principle of all-or-nothing—either you're turning or you're not and the angle of your turn never changes. With the analog stick, you control the degree of change. For a slight movement to the left, you push the stick a short distance. For an exaggerated movement to the left, you push it all the way to the side. Not every game may make use of the stick, but it is **a significant step above every other controller in the video game world.**

On to the control buttons. First off, the button above the stick is the Start button. The two larger buttons to the right are A and B. The four buttons to the right of those can be used in many ways including use as an additional directional control pad. Okay, now for the buttons you can't see. On the top of the controller are Left and Right buttons, pretty much in the same place as they are on Super NES controllers. Also, you'll find a **trigger button** directly under the analog stick. As you move the stick with your thumb, the trigger button feels like the trigger on a flight stick. For shooters and simulations, this set up is absolutely awesome.

Believe it or not, there's more, but we can't mention it yet. Hey, life is a mystery...at least until next month. As for the NU 64 console, it has **four built-in controller ports in front**. You'll never have to buy a multi-player adapter with the NU 64. Our guess is that more multi-player games will be programmed as a result. The NU 64 is destined to become the first truly social video game system in the universe.

Lance Barr, the head designer at NOA, worked with the NU 64 design team in Japan on the controller. The sculpted shape of the radical new Batarang-like controller was so complex that it couldn't even be modeled on a computer. During development, the first mock-up was created out of clay. Lance showed off his finished handiwork to your Power editors and explained how it all functioned. But the ultimate thrill was in actually wrapping our paws around the grips and working the buttons. It's much sleeker than it appears in the photos — only a little wider than the Super NES controller, but it felt very comfortable and the control elements were exceptionally well-placed. Large and small hands alike found it easy to manipulate. None of that happened by accident. Lance and the Japanese team made extensive studies of how controllers are used with test groups before and during the design process. One thing they learned is that most games use a few buttons for most of the main controls, such as jumping and shooting, or accelerating and braking. That's why the A and B Buttons are placed for easiest access on the new controller and why they are larger than the other buttons. They're the buttons that get high traffic.

The emphasis on directional controls with the cross pad, analog stick, four directional buttons and Left and Right Buttons may seem like overkill, but the software that will make use of the Nintendo Ultra 64 system's remarkable ability to display super realistic 3-D graphics may take games into a whole new realm of control in which it won't be enough to move left and right and up and down. You may also have to move into a scene, or move two characters independently at the same time. The beauty of the NU 64 controller is that it will allow for game designers to stretch their imaginations in new directions, and for game players to follow their lead into unexplored worlds.

NINTENDO 64

Japan's New logo

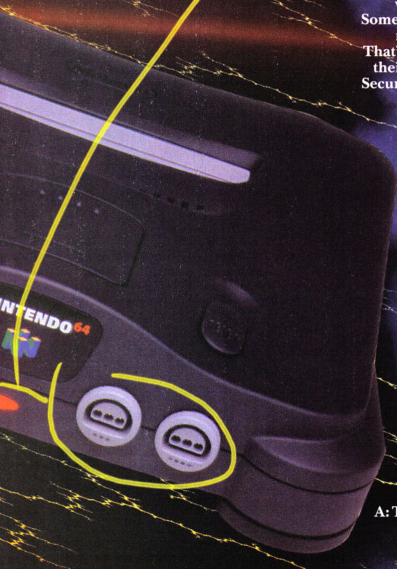
Slick NEW EURO DESIGN

LET THE GAMES BEGIN

Shoshinkai exhibits games for two audiences. The distributors and retailers want to see what games will be hot in the future so they know what to order. The gamers want to play the hottest new games before they appear in the stores. Put the two groups together and you end up with a bunch of guys in suits watching and listening to a bunch of kids in jeans playing video games. This year, the NU 64 games will be where most of the excitement is, but dozens of new titles for the Super NES, Virtual Boy and Game Boy systems will also make their debut.

NINTENDO ULTRA 64™

Everyone plays on THE NU 64!!



NINTENDO ULTRA 64 GAMES

This is the trickiest category to anticipate. The fact of the matter is that Mr. Yamauchi, the president of NCL, will decide which games will be shown shortly before the show opens. Some games may exist only in self-running demos while others may have a level or two of play and others may be finished. That's typical of such shows where publishers want to show off their most exciting products, whether they're finished or not. Security has been extraordinarily tight at NCL, so the surprises could be big time.

FAST FAQs

Q: What is Shoshinkai?
A: Shoshinkai is an annual trade show sponsored by Nintendo's product distributors in Japan. Nintendo and its third party licensees showcase their newest upcoming products for the distributors. This year, Shoshinkai takes place in Makuhari, an international industrial/commercial project north of Tokyo in the Chiba district.

Q: What is Famicom Space World?
A: Space World is a free show for the public that follows the one day Shoshinkai. Gamers who wish to attend need only pick up an entry pass at any official Nintendo retail location in Japan.

Q: How many NU 64 games will be shown at Shoshinkai?
A: We don't have a final number, but it could be as many as ten games. We expect there to be 100 NU 64 units with demonstration software.

Q: Is the Japanese version of the NU 64 coming out before the North American version?
A: The Japanese Nintendo 64 is scheduled to be released first.

Q: When will the Nintendo Ultra 64 be released in North America?
A: April 1996. No change.

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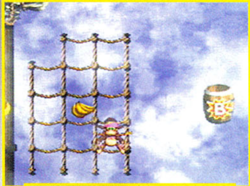
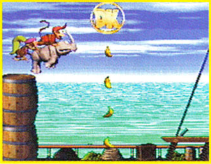
DONKEY KONG COUNTRY 2™

DIDDY'S KONG QUEST™

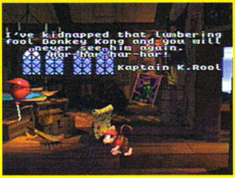
The Kong clan is back in all their fully-rendered glory, with Diddy and Dixie leading the charge against Kaptain K. Rool and his Kremlings! The programmers at Rare show off their astounding techno-wizardry in yet another 32-megabit wonder!

THE RETURN OF KONG





If you think Donkey Kong 2: Diddy's Kong Quest is just a rehash of the first DKC, think again! This pak is crammed to the gills with new and improved features, not the least of which is the size of the world you'll be exploring. Rare squeezed about 50% more game area into the sequel than was in the original, but don't think for a second that anything was sacrificed in return. DKC2 is a visual feast, its lush graphics surpassing anything ever seen in a 16-bit game, or even most of the so-called "next generation" games now available. Going beyond just shading and texturing, Rare somehow made the characters and backgrounds look as if they're glowing in varying degrees with reflected light, the way real objects do. The soundtrack and sound effects also got the royal treatment, and as you listen to the shifting timbers aboard the Gangplank Galleon, you'll have to look out the window to make sure your whole house hasn't set sail! Of course, none of this would be worth much without terrific game play, and DKC2 has it in spades. New puzzles, new abilities, new bonuses and new enemies are just a few of the things you'll encounter in the first stage alone! In a season with no shortage of fantastic Super NES releases, DKC2 is a true standout!

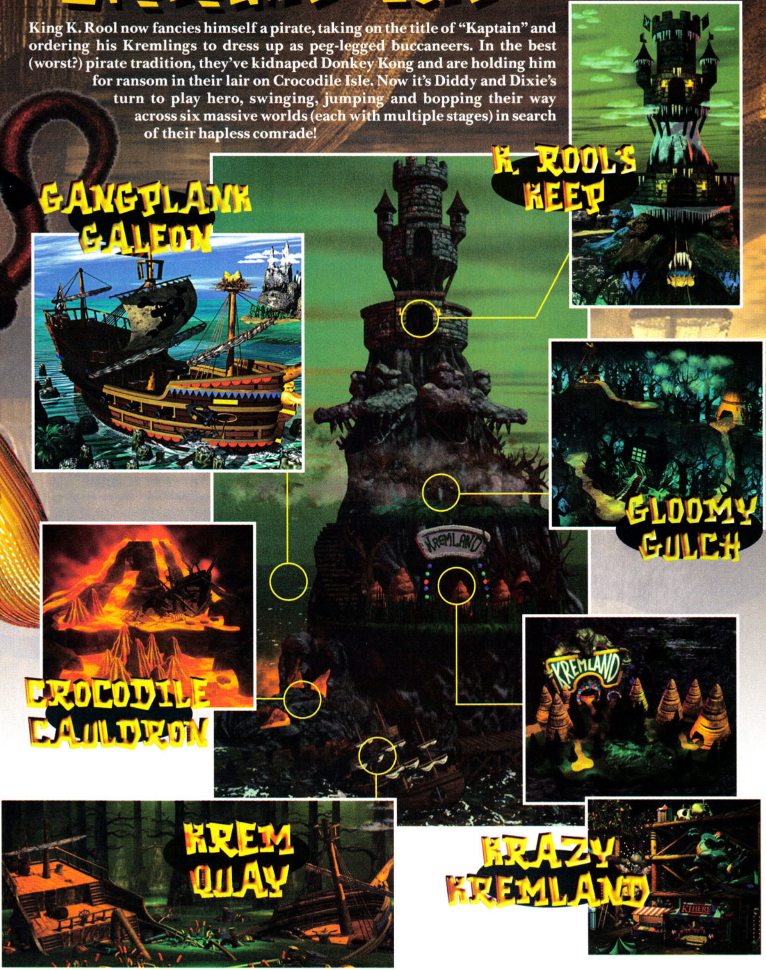


I've kidnapped that lumbering fool Donkey Kong and you will never see him again. Har-har-har-har!

Kaptain K.Rool

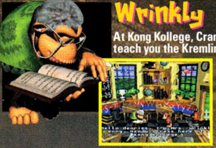
Crocodile Isle

King K. Rool now fancies himself a pirate, taking on the title of "Kaptain" and ordering his Kremlings to dress up as peg-legged buccaneers. In the best (worst?) pirate tradition, they've kidnaped Donkey Kong and are holding him for ransom in their lair on Crocodile Isle. Now it's Diddy and Dixie's turn to play hero, swinging, jumping and bopping their way across six massive worlds (each with multiple stages) in search of their hapless comrade!


K. ROOL'S KEEP
GANGPLANK GALEON
GLOOMY GULCH
KREMLAND
CROCODILE CAULDRON
KREMLAND
KREM QUAY
KRAZY KREMLAND
KI HERE

Who Will Guide You?

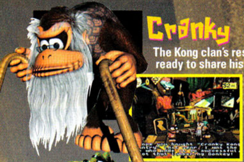
Although Diddy and Dixie volunteered to go it alone, the rest of the Kong clan couldn't keep their noses out of such a grand adventure. They'll pop up at strategic points during the journey to offer helpful advice, bonuses and other services. Keep in mind that, even though they're family, not all of their services are free. As Cranky Kong might say, "Ya've gotta make a living somehow, sonny!"


Hello dearies. I'm Mrs. Wrinkl
Kong, Headmistress here at
Kong Kollege.

Wrinkly Kong

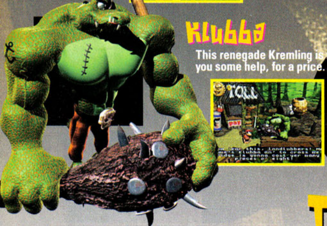
At Kong Kollege, Cranky's kindly wife will teach you the Kremling ways and give you tips on general strategy and game play technique. She can also save your game for you. She does charge a small tuition fee for classes, but she'll give you your first save in each level for free.

Cranky Kong


ope you bought "Cranky Kong
ntry" last year! I was the
who made it so successful,
ot that lumbering Donkey!

The Kong clan's resident curmudgeon is ready to share his vast store of knowledge and expertise at Cranky's Monkey Museum. You'll have to fork over some hard-earned Banana Coins for hints about Crocodile Isle, but the insults are always free!

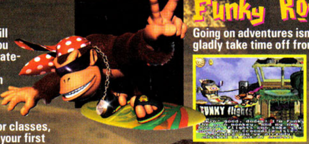
Klubba



ou hear this, landlubbers! M
me's Klubba an' to cross me
idge is gonna cost yer many
pieces of eight!

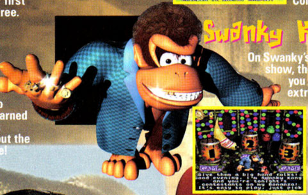
This renegade Kremling is not above giving you some help, for a price. If you pay a toll of 15 Kremkoins, he'll let you cross his bridge. He won't say where the path leads, but if you rake in enough cash, you can find out for yourself.

Funky Kong



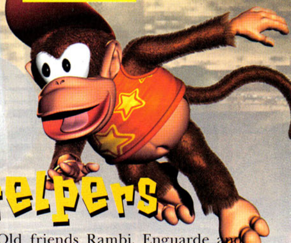
Going on adventures isn't Funky's thing, but he'll gladly take time off from the surfing and volleyball circuit to give you a lift to any stage you've completed before. There's a branch of Funky's Flights II on every level, and the air fare is two Banana Coins. Whatta bargain!

Swanky Kong



Give them a big hand folks!
Good evening, I'm Swanky Kong
and you're tonight's
contestants on my Bonanza!
It's easy to play, just pick

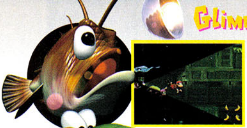
On Swanky's Bonus Bonanza show, the more Banana Coins you wager, the more extra lives you can win. It's a ratings blockbuster and a welcome stop between stages.



Diddy's Helpers

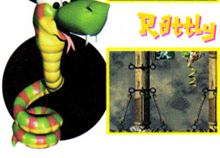
Besides getting help from family members, our endangered duo will meet up with some new animal buddies along the way. Old friends Rambi, Enguarde and Squawks will also put in several guest appearances.

Glimmer



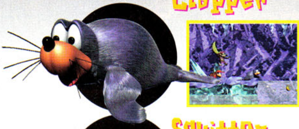
With his natural flashlight, Glimmer will lead you through some of the murkiest waters around Crocodile Isle.

Rattly



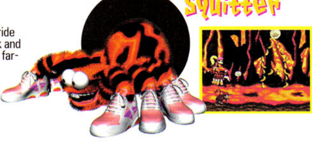
You can hitch a ride on Rattly's back and jump higher and farther than you would have ever thought possible.

Clapper



Clapper's frosty breath will cool down some bodies of water just long enough for you to swim or slide to safety.

Squitter



Squitter can defeat enemies with his webs, and he can also reach high places by spinning platforms out of them.

New

Diddy's New Cool Stuff

What would an adventure be without some serious swag to bring home afterward? Not only is there enough cool treasure around to choke an elephant (and maybe get Cranky to quiet down for a minute!), you'll also find a shipload of new barrels, balloons and whatnot that will make your job of heroing a bit easier. There are a few items we haven't shown here, but you'll find out about them soon enough!

Banana Coin

These are legal tender throughout Crocodile Isle and beyond, and you'll find a lot of them strewn about. They may not be gold doubloons, but your family members will accept them for any services rendered.

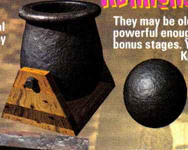
Kremkoin

Kremkoins are rarer and more valuable than Banana Coins, and they are hidden in secret areas, usually reachable only through Bonus Barrels. Klubba accepts only Kremkoins, and you'll need 15 to pay the toll.

Hero Coin

Minted by Cranky Kong himself, Hero Coins are special tokens that the old monkey has planted along your path, one per level. If you collect them all, you just might prove to him that you're hero material!

Kannons



They may be old, but Kannons are powerful enough to hurl you to bonus stages. You must find a Kannonball to make a Kannon work. First load the gun with ammunition, then jump in yourself.

Characters

These barrels work like regular Blast Barrels, shooting you off into the air, except they can only be triggered by the character that's pictured on the side.

Hot Air Balloon

These can carry you for short distances over lava pools, but they must be inflated periodically or they'll crash.

Bonus Barrel

Jump into a Bonus Barrel for a quick trip to a bonus stage, where Kremkoins and other special swag are often hidden.

Rotater Barrel

Like the name implies, a Rotater Barrel can be turned by using the Control Pad before you launch yourself into space.

Animal Barrel

These barrels will transform you into the animal pictured on the side. If you've already been transformed into that animal, you'll gain an extra hit. Score!

Steer Barrel

A Steerable Barrel can be moved in any direction using the Control Pad. As with the Rotater Barrel, you may have only a few seconds to get yourself into position before the barrel shoots you out automatically.

Invincible Barrel

Barrels marked with an exclamation point will make you invincible for a few seconds. You'll glow as long as you're invulnerable, but the effect fades fairly quickly.

+ and – Barrels

In roller coaster stages, the Plus Barrel adds time to the clock, while the Minus Barrel subtracts it. Some other areas are timed as well, but there's no way to affect the timer in those places.

Check and X

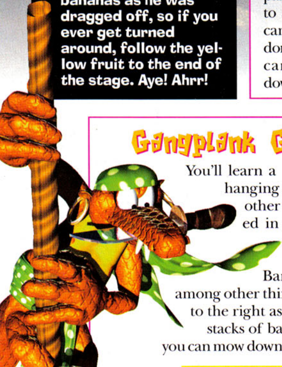
A couple of stages feature a ride on a roller coaster. Once you're onboard, the Check Barrel will open gates on the track, while the X Barrel will close them. Let's hope your reflexes are sharp!

Crate

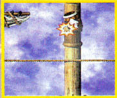
Crates don't have anything of value hidden within them, but they make good weapons. They occasionally have a banana or Banana Coin inside, though, and every little bit helps.

Gangplank Galleon

Ahoy! Kaptain K. Rool's flagship, the Gangplank Galleon, has run aground off the coast of Crocodile Isle (okay, so he's a pirate, not a sailor). Her decks are awash with Kremling cutthroats, but you decide to investigate, just in case. Since this is your first time doing the hero thing, you might need some help finding your way. Donkey Kong managed to leave a trail of bananas as he was dragged off, so if you ever get turned around, follow the yellow fruit to the end of the stage. Aye! Ahrr!



Mainbrace Mayhem

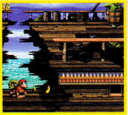


Look for a lone banana that conceals a Blast Barrel. This is your ticket to a Bonus Barrel!

Monkey Museum

This is where that old fossil, Cranky Kong, has got himself tucked away. You can probably skip his advice at first, but if you really run into trouble, he can point you in the right direction. The more you pay, the better his tips.

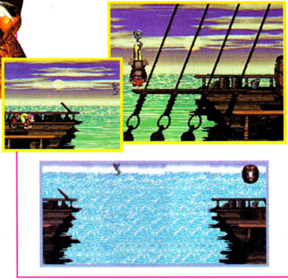
Pirate Panic



This is the first stage, but there's more than enough to keep you occupied. Try throwing your partner upward to see what you can find, but don't forget the cargo hold, down below.

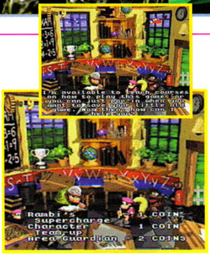
Gangplank Galley

You'll learn a new skill in this stage: the art of hanging by your tail. (Ouch!) In this and other stages, you'll find hooks suspended in mid-air, and you can grab onto them and swing across wide gaps. You'll also find an Invincibility Barrel and two bonus stages here, among other things. Once you're invulnerable, run to the right as fast as you can and look for large stacks of barrels to jump onto. If you're quick, you can mow down a Kruncha or two and clear the way to a Bonus Barrel.



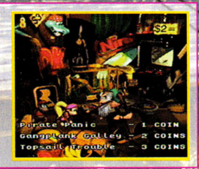
Kong Kollege

Be quiet, class! Mrs. Wrinkly has a lot to cover today, so let's get settled. If you need tips on using your abilities or defeating enemies, Mrs. Wrinkly is your gal. Once she teaches you something, you can review that advice again for free.



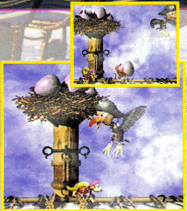
I'm available to teach courses on how to play this game, or you can just pop in when you want to save your little old game. Now then, how can I help you?

Rambi's Supercharge - 1 COIN
Character Team-up - 1 COIN
Area Guardian - 2 COINS



Pirate Panic - 1 COIN
Gangplank Galley - 2 COINS
Topsail Trouble - 3 COINS

Krow's Nest



The Kaptain left behind his henchbird, Krow, to ward off any who dared board the Gangplank Galleon. He (or maybe she?) is armed to the beak with a nest full of giant eggs. Jump on the eggs to stop their bouncing, then crack them open on this bird's humungous head!

Funky's Flights II

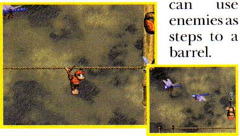
You probably won't need a flight yet, but Funky's here just in case, dude!

FUNKY flights

Lookin' good, dudes! I'm Funky the main monkey, and my new Funky's Flights can take you anywhere on Crocodile Isle, provided you've already checked it out of course!

Topsail Trouble

As in Mainbrace Mayhem, the bulk of this stage consists of swinging along the rigging of the ship. Look for places to jump down, up or out onto. There's even a spot where you can use enemies as steps to a barrel.



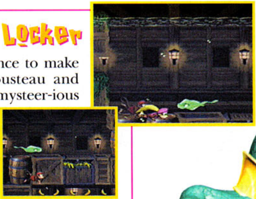
Swanky's Bonus Bonanza

It's time to put on a tacky polyester shirt and test your knowledge in front of a studio audience! There are three games of varying difficulty, and if you answer all of the questions correctly, you'll win extra lives. Now, let's meet our contestants!

GAME
1
2
3
GAME

Give them a big hand folks!
Good evening, I'm Swanky Kong and you're tonight's contestants on my Bonanza!
It's easy to play, just pick

Lockjaw's Locker



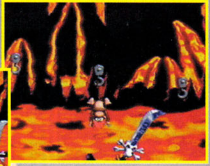
Here's your chance to make like Jacques Cousteau and venture "into ze mysteer-ious underwatair world." Among the scattered crates and barrels are small crevices which contain gobs of bananas and coins.

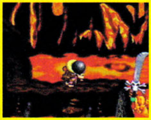
Crocodile Cauldron

Leave it to the good Kaptain to plant his headquarters on a dangerous volcanic island! Besides the scores of enemies, you'll have to deal with seething lava pits and boiling underground lakes. Though the stages aren't timed, many of the situations demand that you make a move within a few moments or disaster will strike. At other times, there may be several bonus items in front of you, but no way to collect all of them safely. There may be no single correct move, but what you do may mean the difference between being able to afford advice, paying Klubba's toll or gaining some extra lives. The choice is yours, matey!

Kleever's Kiln

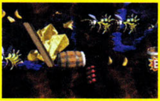
Kleever is a cutlass-headed cuss who lives up to his name. Don't try stomping on him, or you'll get a serious razor burn! Use the falling Kannonballs to dull his edge, then swing on the hooks to get to the other ledge.

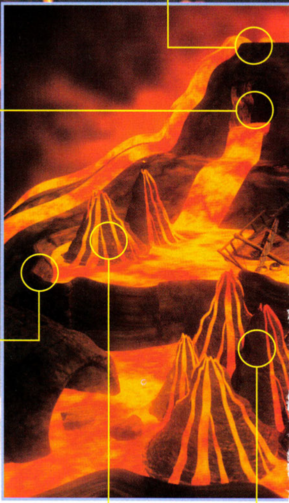




Squawk's Shaft

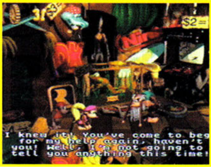
After you blast your way around the cargo hold dodging bees and vultures, Squawk comes along to lend a wing and take you to the exit. Look for Bonus Barrels in mid-air. They are off on the edges of the screen.





Monkey Museum

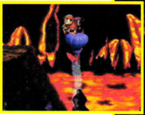
Cranky can be pretty full of himself, and you have to wonder sometimes if he really knows what he's talking about, or if he is just spouting off to impress you. Go ahead and take a cheap tip or two from him and check them out, then you can decide for yourself.

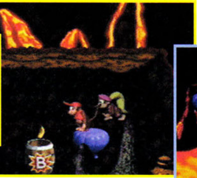


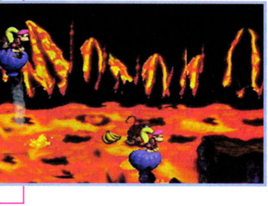
I knew it! You've come to beg for my help again, haven't you! Well, I'm not going to tell you anything this time!

Red-Hot Ride

Wouldn't you know it? It's your first balloon ride, and it's underground! Use the control pad to maneuver around enemies, but watch your altitude. The balloon will slowly sink, so you have to get to the next gas jet before you're engulfed in lava. Look for a Bonus Barrel under the halfway point.

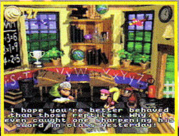






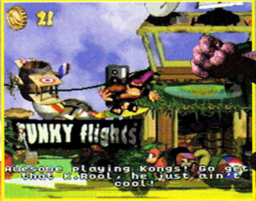
Kong Kollege

You can probably get by without any major help yet, but paying one coin for a lesson on web platforms is worth it. Mrs. Wrinkly is so nice, it's hard to believe that she's married to Cranky!


I hope you're better behaved than those reptiles. Why, I even caught one sharpening his sword in class yesterday!

Funky's Flights II

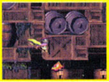
If you're low on lives, hitch a ride to Gangplank Galleon to get more.



Awesome playing Kongs! Go get that K.Rool, he just ain't cool!

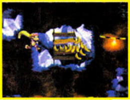
Lava Lagoon

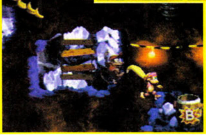
If you want to fully explore this stage, be very careful. Clapper can keep the water cool, but only for a few seconds at a time. Don't stay under long, or you'll be monkey soup!

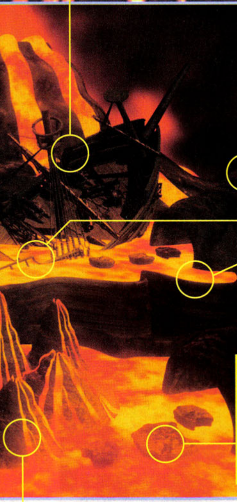


Kannon's Klaim

It's Blast Barrel time as you fly through the air with the greatest unease! Use Dixie's helicopter spin technique to get to the Bonus Barrel off to the right of the start point. Besides a Kremkoin, you can also land yourself a Hero Coin.

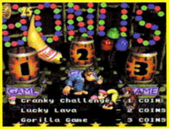




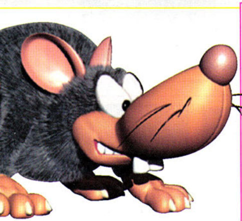


Swanky's Bonus Bonanza

Okay folks, let's meet our contestants! And you are...Diddy and Dixie? You're not some sort of retro rock group, are you?

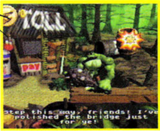


Cranky Challenge - 1 COIN
Lucky Lava - 2 COINS
Gorilla Game - 3 COINS



Klubba's Kiosk

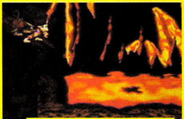
Trust us; 15 Kremkoins is a bargain price!

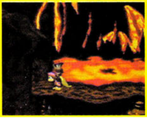


Step this way, friends! I've polished the bridge just for ye!

Hot Head Hop

Don't pass up any of the treasure chests in this stage. Use the team throw to get to the ledge above the entrance and grab the chest there. Try to find a Kannonball.



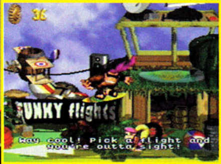


Krem Quay

What? Another wrecked ship? Hasn't K. Rool ever learned how to drive these things?! Well, you may have steering problems in this level, too, especially since some of the stages don't give you much time to look around and gauge your next move. In Barrel Bayou, for example, you often have to destroy a Kloak before he tosses out a bee that blocks a bonus item. At other times, though, if you let him go, he'll throw out a chest with a terrific reward in it!

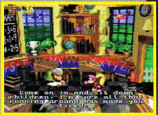
Funky's Flights II

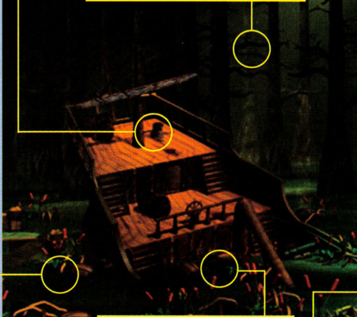
Funky sets up shop early in the level, so you can skip back a few stages and grab some extra lives before things get really hairy.


Way cool! Pick a flight and you're outta sight!

Kong Kollege

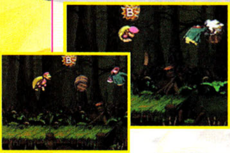
The SATs (Superhero Aptitude Tests) are coming up, so be sure to brush up. You'll do your best for old Mrs. Wrinkly, won't you? Of course you will.


Come on in and sit down children. I'm sure all that running around has made you tired.



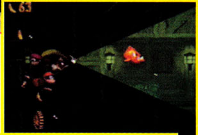
Barrel Bayou

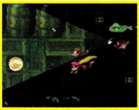
This Bonus Barrel appears near the end of the stage. Jump before the Kloak can block it.

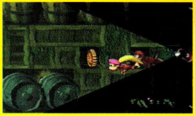


Glimmer's Galleon

You start off the stage paddling around in the dark, but Glimmer soon shows up to shed some light on things. His headlamp shines only in the direction you're facing, so be aware of any Flotsams and Lockjaws flitting back and forth.

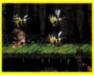


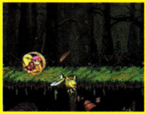




Krockhead Klamber

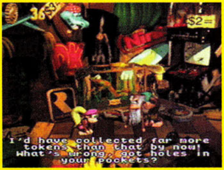
When you first start the stage, head left instead of right. Use Dixie's better jumping ability and helicopter technique to get to a cluster of four bees and a chest. Don't jump into the Blast Barrel until you've found the Hero Coin!





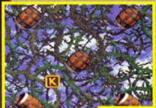
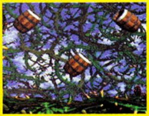
Monkey Museum

Cranky insists on being in on the action, despite all his complaining.


I'd have collected far more tokens than that by now! What's wrong, got holes in your pockets?

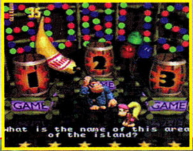
Bramble Blast

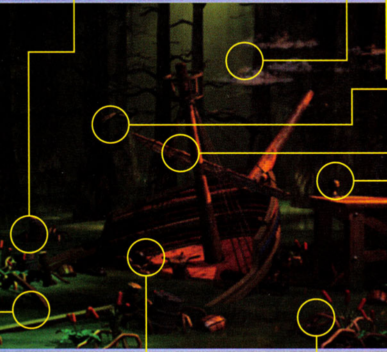
The key in this Blast-Barrel-only stage is patience. Since you can't always double back, once you get to a cluster of barrels, map them and look for possible bonuses before taking the main path out.

Swanky's Bonus Bonanza

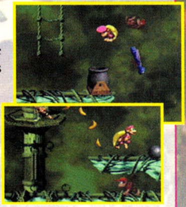
You'll need as many extra lives as you can get in this world. Unfortunately, once you've won a particular bonus game, you can't play it again for more lives.


What is the name of this area of the island?



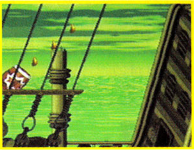
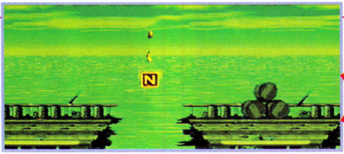
Slime Climb

As if the rising tide weren't enough, there's a Lockjaw who's pegged you for lunch! Our advice here is to keep moving, and look for a Blast Barrel to skip some tricky jumps.



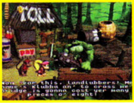
Rattle Battle

Jump up at the start to get to a Bonus Barrel. If you have Diddy and Dixie at the start, or pick up one of them along the way, your snake form will survive one hit from an enemy.

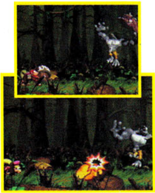
Klubba's Kiosk

What great secret does he guard now?


Now hear this, landlubbers! Me name's Klubba an' to cross me bridge is gonna cost yer many pieces o' eight!

Kudgel's Kontest

Kudgel can really throw his weight around! It's best not to be on the ground when he lands, or you'll be left-stunned and immobile for a few seconds.

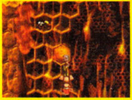


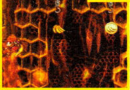
Krazy Kremland

Step right up and enter the world's most dangerous amusement park! Take the ride of your life on Kremland's Target Terror roller coaster, guaranteed to make you regret those double chili dogs you had for lunch! Visit the Bramble Scramble maze, where one false move will end your ride permanently! There's no admission fee, but between your money or your life, you know which one we'd choose! So remember the name, friends: Kremland! It's a killer place!

Hornet Hole

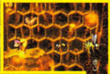
The walls are covered with beeswax, allowing you to pull off a Super Metroid-style wall jump. Dixie's helicopter move comes in real handy.

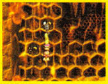


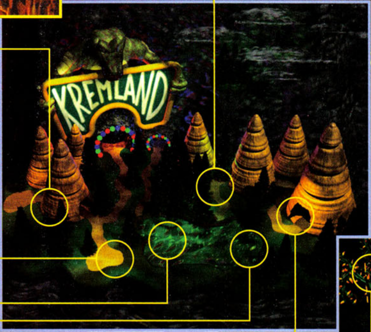


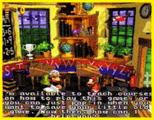
Rambi Rumble

The beeswax on the floors keeps you from walking, but you can jump. You automatically change into Rambi about halfway through.









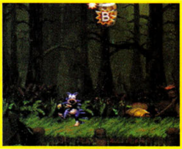
'm available to teach courses on how to play this game, or you can just pop in when you want to save your little old game. Now then, how can I help you?

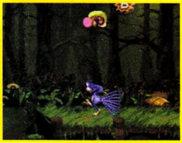
Kong Kollege

Alright, students, open your books to page...Mr. Kong, is it? Young man, we'll have no more of your shenanigans!

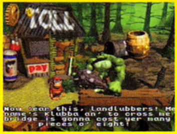
Mudhole Marsh

If you hit Cat-O'-Nine-Tails just right, he'll throw you high enough to reach a Bonus Barrel. Be careful of his whipping tails, though.





Klubba's Kiosk

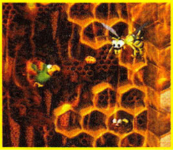


Now 'ear this, landlubbers! Me name's Klubba an' to cross me bridge is gonna cost yer many pieces o' eight!

By now you probably know that all of Klubba's secrets are related, but each toll gives you access to a different part of that secret place.

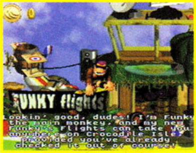
King Zing Sting

The only vulnerable spot on this buzzer is his stinger. Yowza! After you hit him a few times, he'll change his form.



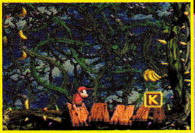
Funky's Flights II

Funky is a bit late opening the ticket office in this level, so you should build up a reserve of lives before you shove off from Krem Quay.

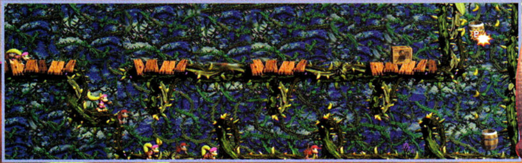


Lookin' good, dudes! I'm Funky the main monkey, and my new Funky's Flights can take you anywhere on Crocodile Isle, provided you've already checked it out of course!

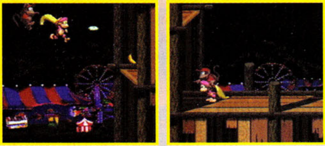
Bramble Scramble



This is possibly the toughest stage in this level. Jump over the thorns just to the right of the start to find the letter "K." Once you get the Invincibility Barrel, jump down the first gap and haul tail to a Blast Barrel over on the right.



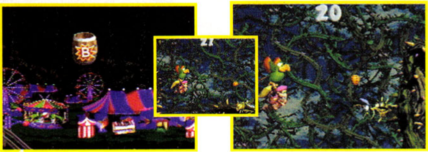
Rickety Race



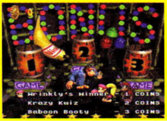
Use the team throw to climb up the platforms behind you at the start, then jump across the gap. Once you're back on the roller coaster, keep jumping to find more bonuses.

Target Terror

Whatever you do, resist the impulse to jump at every barrel! The Check Barrels open gates, and the X Barrels close them. If you hit a gate, say goodnight to one of your characters. There's a Bonus Barrel over the crest of a hill that you won't see until it's too late to jump for it, but don't worry about missing it. Chances are you'll have to repeat this stage several times, anyway!



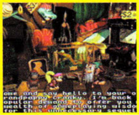
Swanky's Bonus Bonanza



The questions in the first and second games are usually pretty easy, but the third game has at least one stumper. Pay attention to level names, and check the instruction manual for other important information.

Monkey Museum

You'll find Cranky's hints very vague in this level. He'll sometimes hint about some sort of bonus, but he may not give you a clue about where it is in the stage.

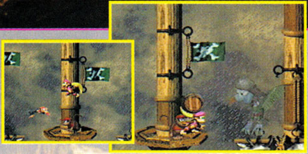


ome and say hello to your o
randpappy Cranky. I'm back
opular demand to offer you
wealth of gameplaying wisdo
for this unnecessary sequel

Gloomy Gulch

Avast! We're in for it now, me hearties! The last stretch of road leading to K. Rool's Keep passes through the ghost town of Gloomy Gulch, and you'll be up to your hips in ghosties, beasties and bogles. Even the ropes seem to be fickle phantoms, fading in and out of existence as you swing across vast chasms. Don't expect any help from the sheriff as you wander through town, since he's been put six feet under like everyone else! Aye! Ahr! Argh-gug-gh!

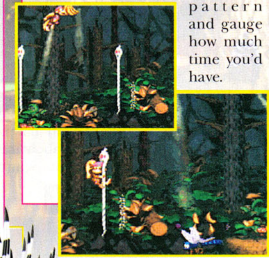
Kreepy Krow



Kreepy Krow has an entire squadron of dive-bombing buzzards determined to keep you from reaching the nest at the top of the mast. Though the birds don't look substantial, they're solid enough to feel a good stomp on the head. The one that looks solid, though, is the one you should gun for. Grab the barrel that appears and use it on Kreepy himself!

Ghostly Grove

Spiny's, Klampons and Kloaks, oh my! There are more than ghosts flitting about in this stage, and just remember that while some enemies can be taken out with a stomp on the head, others are vulnerable to a cartwheel or a spin. If you're unsure about grabbing a phantom rope, wait a few seconds to watch its pattern and gauge how much time you'd have.

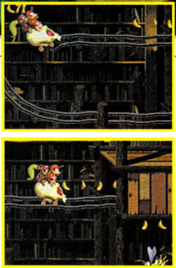


Monkey Museum

Cranky's cryptic comments may not make sense at first, but once you get into the stages, you'll see what he's yammering about.

Here's a fraction of my enviable knowledge!

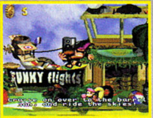
Haunted Hall



It's back on track for the Kong pair, racing against the clock and away from Kackle's cold clutches. He looms just behind your roller coaster car, waiting for the timer to run out on your ride and your life! Look for different tracks to jump onto to reach bonus stages.

Funky's Flights II

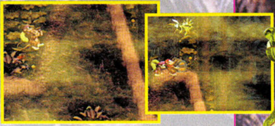
Dude! What took you so long? I was about to check out the surf, man. I won't be showing up again for a long time, so if you need, like, extra lives and stuff, ya'd better go back and score some in the easy stages.



cruise on over to the barrel [illegible] and ride the skies!

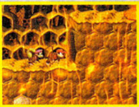
Web Woods

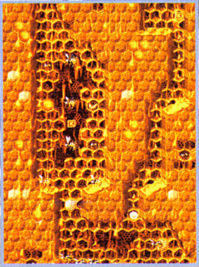
You can use the team toss to climb the taller slopes, but what about those backward-pointing arrows? Many such secrets are buried in these woods. Just make sure the same doesn't happen to you!



Parrot Chute Panic

Want to find the letter "K"? You'll find a crate near the beginning of the stage. Grab it, hop down the next step and throw it against the right wall.





Klubba's Kiosk

Gloomy Gulch will seem like the Bahamas once you get to the other side of Klubba's bridge. Are you up to the challenge?

Kong Kollege

You've probably already guessed the info in today's classes, but the lecture on bonus levels has an interesting statistic.

Swanky's Bonus Bonanza

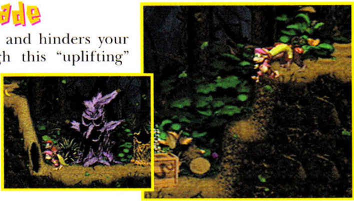
Here are our returning champs, Diddy and Dixie! They've had a terrific run on our show, and we'll see if they can keep winning. Give 'em a big hand, folks!

5
1
2
3
GAME
GAME

Give them a big hand folks!
Good evening, I'm Swanky Kong
and you're tonight's
contestants on my Bonanza!
It's easy to play, just pick
a game and you're away!

Gusty Glade

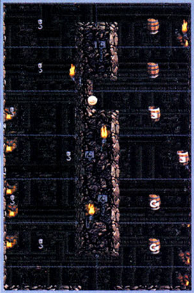
The wind helps and hinders your progress through this "uplifting" stage. If you'd like a little reptilian assistance, go up and left from the starting point to find Rattly.



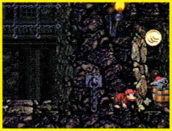
K. Rool's Keep

At last! You've finally reached K. Rool's Keep, the Kaptain's not-so-cozy home atop Crocodile Isle. You're so close to finding DK, you can smell him! (Uh, well, you know what we mean.) Anyway, having come this far, K. Rool knows you're not just monkeying around, and he's got some special surprises planned for you. Now, this is no time to be standing around, scratching your arm pits. What are you waiting for? Get in there and rescue the Big Guy!

Chain Link Chamber



Shades of video games past! Donkey Kong Jr. fans will recognize the homage paid to that arcade classic in this stage. Just past the entrance, the chamber splits into two. The letter "O" will appear on whichever path you take, but the right fork also conceals a Banana Coin.

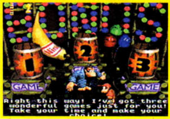


Kong Kollege

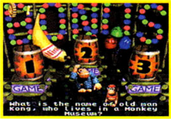
You've got that nasty final battle coming up, so be sure to eat your breakfast, dear.

Swanky's Bonus Bonanza

You didn't win the new car, but you get to keep your platinum oven mitt!



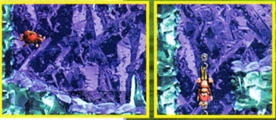
Right this way! I've got three wonderful games just for you! Take your time and make your choice!



What is the name of old man Kong, who lives in a Monkey Museum?

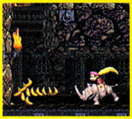
Clapper's Cavern

You'll probably want to move through quickly, but there are lots of bonuses, if you look around. Use your momentum on the ice to slide under enemies.



Castle Crush

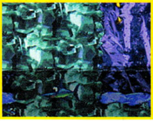
Checking side passages is dangerous but worth it in this upward-scrolling stage. Go through a wall to find Squawks.



Klubba's Kiosk

Klubba has set up shop far in the distance. The toll is still 15 Kremkoins, but what you'll find is most intriguing.

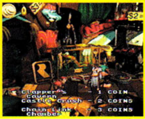
Arctic Abyss



This first stage is not too long, but it takes patience. Use the helicopter move at the beginning to find the letter "K" and some bananas. Once you become Enguarde, the swimming gets easier, but the little fishies get meaner.

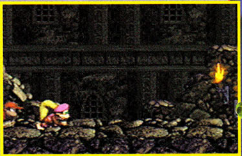
Monkey Museum

In my day, we didn't have all this hint and tip business! We figured out our adventures on our own, and we liked it!

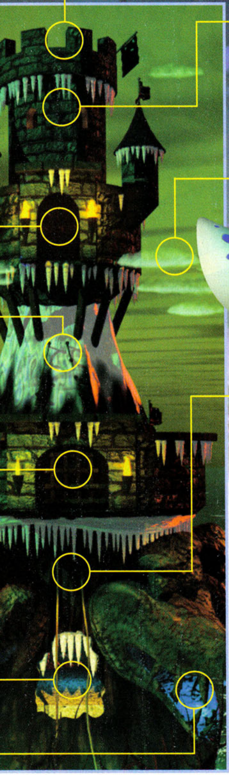


Clapper's Cavern - 1 COIN
Castle Crush - 2 COINS
Chain Link Chamber - 3 COINS

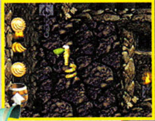
Stronghold Showdown



You've rescued your buddy, DK, but the showdown turns into a rout as Kaptain K. Rool takes to the skies in his Flying Kroc. (Oh, so he's a pilot now?) You've come this far, so you decide to see this adventure through to the end. You're no amateur anymore, so get to it!



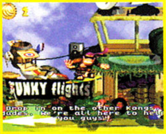
Toxic Tower.



Rattly's super jump is the only way you're going to be able to stay ahead of the rising tide of radioactive sludge!

Funky's Flights II

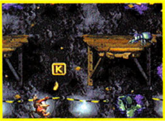
Fasten your seat belts and lock your tray tables. Thanks for flying with us, and we hope you survive the game!

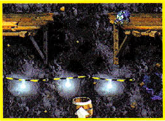


Drop in on the other Kongs
udes. We're all here to hel
you guys!!

Windy Well

Look for bonuses off in high corners and under platforms. Time your bounces so you glide under enemies as they approach. You can also use the Control Pad to slow down or speed up.





There's no telling what dangers await you in the skies above Crocodile Isle. The battle is not over yet!

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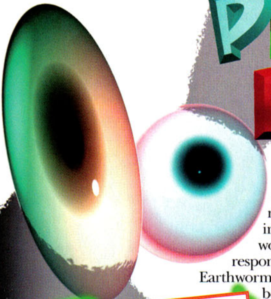
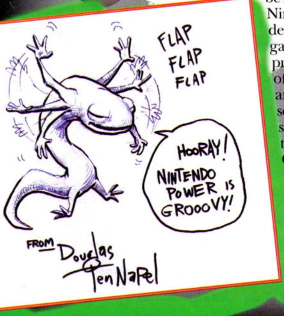
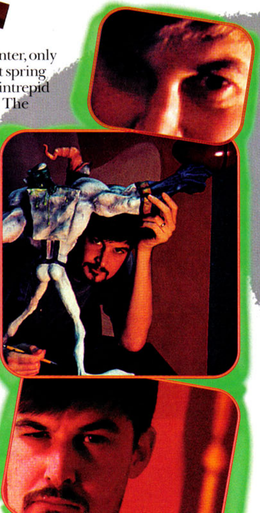
EARTHWORM JIM 2™

PINK POWER



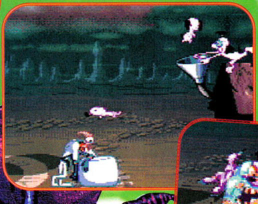
Normal earthworms disappear for the winter, only to reappear on your sidewalk after the first spring rain. This is definitely not so with the most intrepid invertebrate in video game legend and lore. The worm-wise guys at Playmates have responded to the intergalactic success of Earthworm Jim with a stylish sequel, which should be in stores by the holidays. Next month, Nintendo Power will give you the detailed ins-and-outs of the long-awaited game, but we couldn't wait to give you a preview of the high points. Expect more of EWJ's unique humor, great graphics and groovy sound samples as Jim squirms through 10 surreal stages to save Princess What's-Her-Name from the clutches of the treacherous Psy-Crow. All-new baddies, including a unicycling larva and catapulting sumo wrestlers, have joined such longtime annelid archenemies as #4 and Major Mucus. All have taken a solemn vow to squish this particular earthworm into a pink pulp!

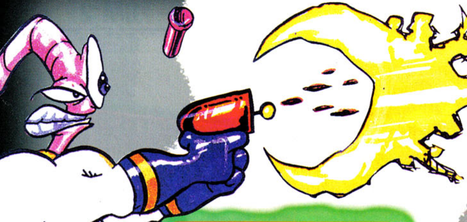


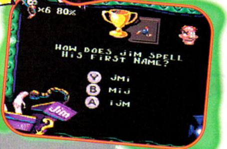


Jim genie Doug TenNapel poses with his most famous creation.

EWJ concluded with Jim trouncing the evil Queen Pulsating, Bloated, Festering, Sweaty, Pus-filled, Malformed, Slug-for-a-Butt and saving her gorgeous twin, Princess What's-Her-Name. As the sequel opens, Jim has successfully wooed and won the princess' heart. (Not easy. Would you kiss a spineless dirt-eater?) Oh, and by the way, the princess' husband automatically becomes Ruler of the Universe! Well, if you were a bounty-hunting bird with a mean streak a mile wide, what would you do? Yepper, faster than Jim can say "I do," the evil Psy-Crow has kidnapped the princess and dashed off to the Lost Vegas system for a quick, 24-hour convenience store consent needed wedding. A real Romeo at heart, Jim jets off in hot pursuit of his beloved. Fortunately, he's not alone. His new pal, Snott, is along to help him get a grip. Besides the tried-and-true plasma blaster, Jim can count on such advanced weaponry as the barn blaster and the wide-angle 3 finger gun. Jim also gets to impress girls by grunting a lot while lugging cows and pigs around the landscape. Hey! Not even Schwarzenegger can heft a heifer!



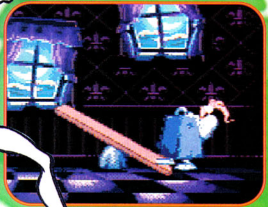




×6 80%

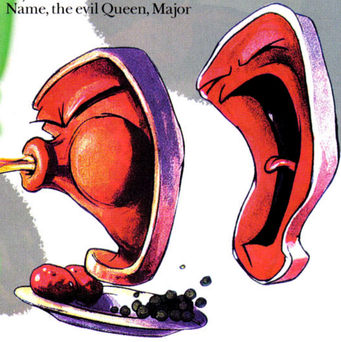
HOW DOES JIM SPELL HIS FIRST NAME?

Ⓨ JMi
Ⓑ MiJ
Ⓐ iJM



THE WORM GUY

Like its predecessor, EWJ 2 is jam-packed with enough jokes for an All-Shemp Three Stooges Marathon. Jim idles away spare moments by snacking on a tiny Elvis, complete with pirouetting pompadour. While excavating for a mine, Jim better watch out for cracker cave-ins. There are also falling grannies, tacky carnivals and the paperwork purgatory known as ISO 9000. The envelope, please. This year's PUFFY Award (given for the most bizarre use of a 200-pound marshmallow) goes to Puppy Love, in which Jim must use the oversized confection to bounce Peter's puppies to safety! Tickled pink by news of more Jim-jammin' adventures? Then credit the slightly cockeyed creativity of Doug TenNaple. He's the guy who came up with the idea of Jim and yes, that's how his name is spelled. So what's with an earthworm superhero, Doug? "I thought of earthworms specifically because they're underdogs. So his suit is indestructible and his head is vulnerable." Enquiring game-players also want to know just what's up with all the livestock. Doug explains that he grew up in the little California farming town of Turlock, where he learned to talk cow very well, thank you. Doug created most of the major characters for EWJ 1 and 2, including Psy-Crow, Princess What's-Her-Name, the evil Queen, Major



Mucus and Peter Puppy. For EWJ 2, he created the Snott pack and the new weapons, including the useless but way cute bubble gun. He also contributed the voice of Jim. "Groovy!" Doug is particularly proud of the Villi People stage, in which Jim disguises himself as Sally, the blind cave salamander, and paddles through the living intestinal planet. Sally bounces off pinball bumpers and blasts icky creatures afloat on an ocean of gastric juices before coming on down to compete in the goofiest game-show in the galaxy. Doug cut his game-playing teeth on Pac-Man and still drops quite a few quarters on Defender, "even though I'm not any good at it." Players rave about the groovy graphics and smooth animation in EWJ 1 and 2, but Doug says the secret to the games' success is great game play. At a time when the industry is focusing on new systems, he likes to talk about NES classics like Snow Bros. "On the NES you had to be a good game designer because the graphics weren't impressive. Nowadays the graphic capability is so great that we're seeing with the (Sega) Saturn and the (Sony) PlayStation games that look great, but the long-term game-playing appeal may not be there." Look for detailed info on Earthworm Jim 2 in Nintendo Power next month, including lots of maps and stategies.

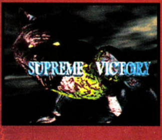
STAMPS FOR CHAMPS

KILLER INSTINCT TOURNAMENT

Finally, a tournament fighter that pays you back. The first 500 entries in the KI™ Stamps For Champs Tournament automatically win Power Supply stamps. You also can win one of the 50 grand prizes—a killer Fulgore mask with which to fool your foolish foes. All you have to do is take a photograph of your victory against Eyedol. (Check out the rules below.) Then, just send us your entry by January 15, 1996.

Ken Lobb

"Mix it up. The computer learns to break your combos pretty quickly. By the time you get through your second or third victory, the computer will know if you keep using the same moves."



The KI champs at Nintendo have some advice for beating the computer at its own game.

Scott Douwes

"As you go up the ladder, watch how the fighting style and moves change according to the level of difficulty. Look for more combos at higher ranks. When you start getting to the really advanced levels, use shorter combos since the computer fighter breaks the combos faster."

SABREWULF
FULGORE

Armond Williams

"Learn one character very well. Since the computer runs in patterns, you have to find the patterns just by playing a lot. Don't rely on your special moves. When the computer is doing a combo, it goes for auto doubles, which are kind of rare. So if you want to combo-break the computer, you have to take the chance to break the auto doubles."

SABREWULF
SABREWULF

Henry Sterchi

"Learn the computer's moves. For each fighter, the computer uses the same combos and moves most of the time. You just have to study what each fighter throws at you. If you know what to expect and you can break those moves, you'll win."

SABREWULF
SABREWULF

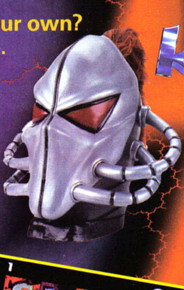
David Wharton

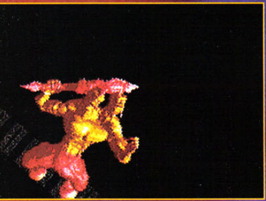
"Don't get fancy. All the fakes and doubles you normally use against a person won't work against the computer. One thing to watch for are the leg sweeps, so be ready to block low."

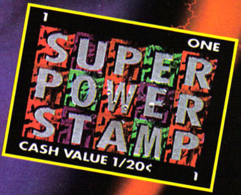
SABREWULF
CINDER

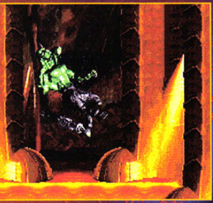
50 GRAND PRIZES

Could Fulgore's face be your own? Take off the mask and see.









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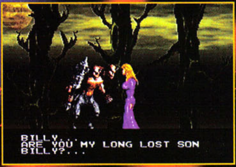
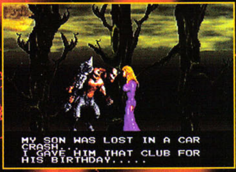
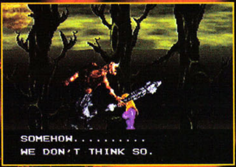


BILLY...
ARE YOU MY LONG LOST SON
BILLY?...



MY SON WAS LOST IN A CAR
CRASH.
I GAVE HIM THAT CLUB FOR
HIS BIRTHDAY.....



SOMEHOW..........
WE DON'T THINK SO.

WINNING SHOTS

Take a photograph of the winning screen from Killer Instinct and send it in to the address below. We recommend using a 35mm camera without a flash for best results. Dimming the lights can reduce glare and reflections on the TV screen. Video tapes will not be accepted. Valid entries must clearly show the winning screen from Killer Instinct on the TV and the Super NES® console without any game enhancement devices. Please include your name and address on the back of all entry photos.

Send your entry to:

Nintendo Power Magazine
KI™ Stamps For Champs
Contest
P.O. Box 97062
Redmond, WA 98073-9762

OFFICIAL CONTEST RULES

No purchase necessary. Send your Killer Instinct winning screen photograph in a stamped envelope, with your full printed name, address and telephone number (including area code) listed on the back, to the P.O. Box address listed above. All valid entries will be entered into a drawing for a chance to win one of the Grand Prizes. The first 500 valid photograph entries received by Nintendo also will receive two Power Supply Stamps. Only one valid entry per person. Offer available to residents of the United States, Canada (excluding Quebec) and their territories and possessions. All entries must be received by Nintendo no later than January 15, 1996. Nintendo is not responsible for lost, late, illegible, incomplete or mutilated entries. On or about February 5, 1996 winning Grand Prize entries will be randomly drawn from among all valid photograph entries.

No substitutions or transfer of prizes is permitted. Void where prohibited or restricted by law. Employees (and their immediate family members) of Nintendo, its affiliates and agencies are not eligible to enter. This contest is subject to all applicable federal, provincial, state and local laws, regulations and restrictions. Allow 6-8 weeks for delivery of the Grand Prize.

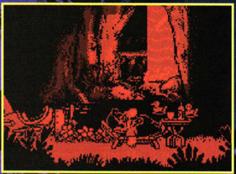
To receive a list of Grant Prize Winners, send your written request and a stamped, self-addressed envelope to the P.O. Box address listed above.

GRAND PRIZE: 50 Grand Prize Winners will receive a Fulgore mask. Approximate value, U.S.D. $30.

Power Supply Stamps may be used to buy products at a discount through Nintendo Power Source™ or Nintendo Power® magazine.

VIRTUAL BOY
WARIO LAND™

WARIO LAND IS THE VIRTUAL BOY'S BREAKTHROUGH TITLE, COMBINING THE SYSTEM'S 3-D GRAPHIC CAPABILITIES WITH INNOVATIVE GAME PLAY FOR SPECTACULAR (AND FUN!) RESULTS. WARIO LAND'S PROGRAMMERS HAVE MADE THE BACKGROUNDS AN INTEGRAL PART OF THE GAME, DESIGNING A VAST UNDERGROUND WORLD WHERE YOU SPRING BETWEEN THE FOREGROUND AND BACKGROUND PATHS TO SQUASH ENEMIES, COLLECT POWER-UPS AND UNCOVER A FABULOUS HOARD OF TREASURE!



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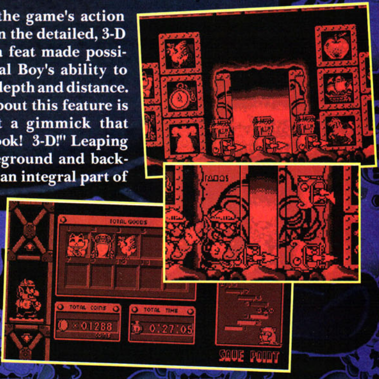
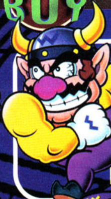
No Gimmicks, Just Pure Fun!

Much of the game's action takes place in the detailed, 3-D backgrounds, a feat made possible by the Virtual Boy's ability to create a sense of depth and distance. The best thing about this feature is that it isn't just a gimmick that screams, "Hey, look! 3-D!" Leaping between the foreground and background becomes an integral part of the run-jump-stomp game play that players have come to know and love, while also adding a fresh, new twist!

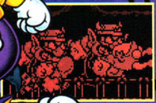


Livin' In A Land Down Under

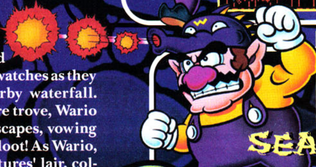
Wario's afternoon snooze is rudely interrupted by a troop of masked creatures, and he watches as they make their way behind a nearby waterfall. Following them to their treasure trove, Wario is ambushed, but he quickly escapes, vowing to get his revenge and all of the loot! As Wario, you'll delve deep into the creatures' lair, collecting hearts, coins, treasure and power-ups as you go. You can store up to 99 extra lives, and you'll find handy save points between levels.

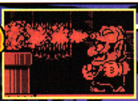


BULL WARIO



One Viking Helmet or two Garlic Bottles can transform you into Bull Wario, giving you the ability to crash through obstacles and create earthquakes.



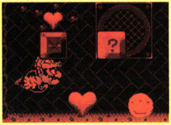


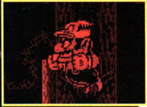
SEA DRAGON

Collect the Sea Dragon Crystal to become Sea Dragon Wario. Your hat now shoots streams of fire that can destroy blocks and most minor enemies.

COINS & HEARTS

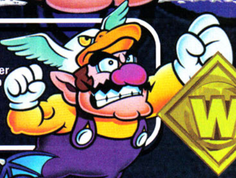
You get one extra life for every 100 hearts you collect, and you can use coins to play the bonus games that appear between levels. If you lose your life before you reach a save point, you'll lose all the coins you collected in that stage.





EAGLE

The Eagle Statue lets you soar over short distances. You can scoop up hard-to-reach items, take down high-flying enemies, or avoid danger altogether.

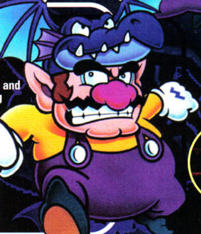


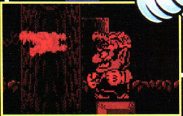
FRONT to BACK

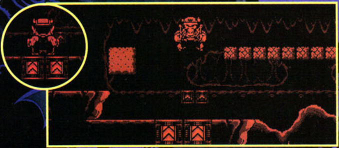
Stand on a spring and press the Jump Button to catapult yourself to the foreground or background. Some of the springs are hidden, so while you may see a new area, getting there will still be a challenge!

KING DRAGON

Combine the Sea Dragon Crystal and the Eagle Statue to become King Dragon Wario. All of Wario's awesome super powers will be at your command!







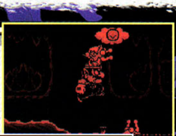
STAGE I

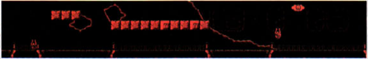
G GARLIC
S SEA DRAGON
G GATE KEY
B BULL
E EAGLE
D SECRET DOOR
S SPRING

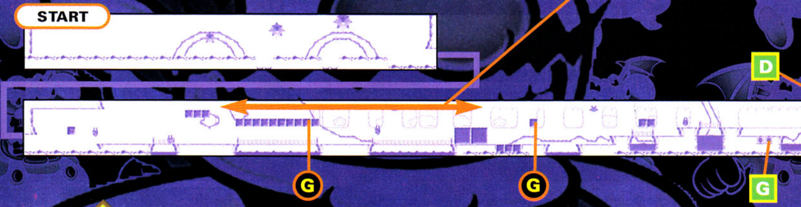
Your primary goal in each stage is to find a special treasure (in this case, a cat statue), then get the exit key before time runs out.

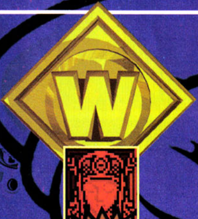
Bonus Coins

This happy cloud exchanges coins for enemies! First stun the little critters, then touch them to pick them up. Jump up and toss them into the cloud for some extra cash!





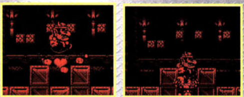


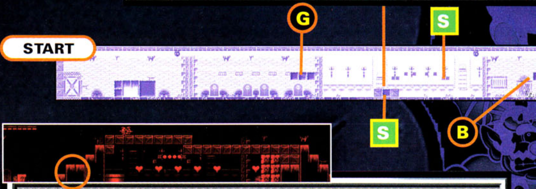


You'll need the Sea Dragon powers to uncover hidden items in this stage. Beware of enemies that can't be stomped on. Earthquakes can stun them!

One More Time

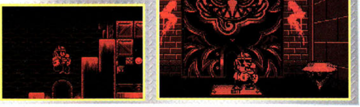
Looking for a way to get back there? Break the block for a heart, then stomp on the space again to reveal a spring. Wahoo!





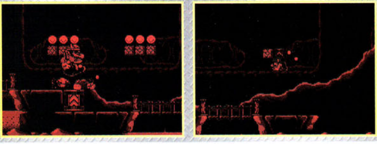
1-up Room

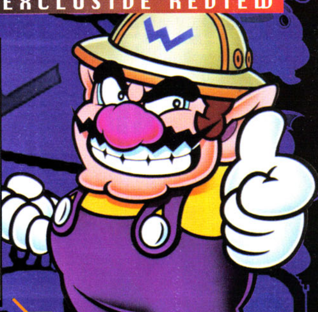
It's easy to miss this door! Stomp on the block and enter the room for a 1-Up diamond. Leave the area and return to collect it again.

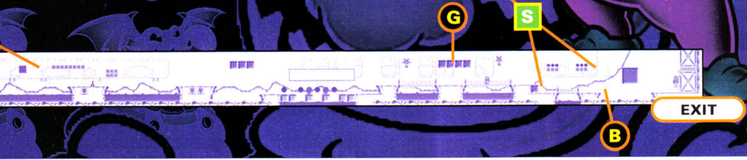


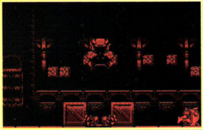
Find the Springs

The springs in this area are very easy to find, hidden within large blocks. Their hiding places won't always be so obvious, though, and it will take some doing to uncover them as the game goes on.



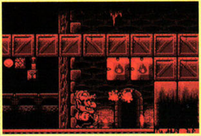


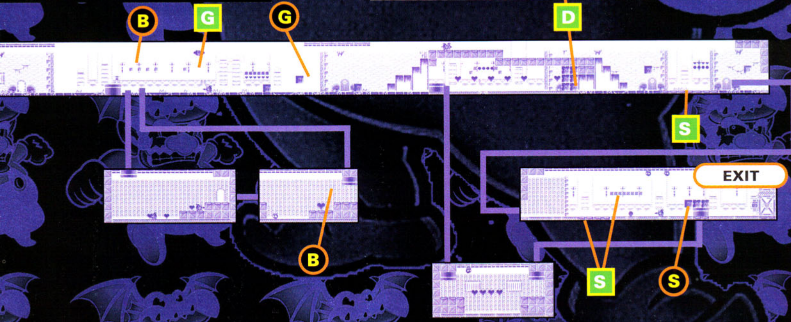




Statue Room

Blast these blocks to reveal a secret room and uncover the special treasure in this stage.



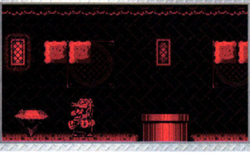


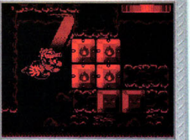
STAGE 3

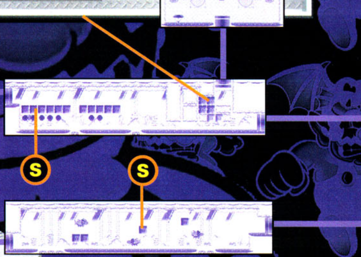
The action starts to heat up as you take to the water! Sea Dragon flames will destroy or delay most of the resident nasties, but sometimes you'll just have to rely on your swimming skills.

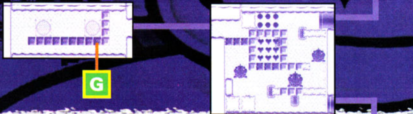
Big Diamond

You'll need the Sea Dragon powers to get this precious diamond. With a major bad guy coming up soon, you'll need all the extra lives you can get!



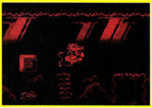


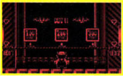




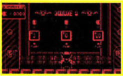
BONUS GAMES

There are bonus heart and coin games at the end of each stage. Here you can wager what you've collected during the stage to try to win more. You can then go to the save point to drop off your winnings.

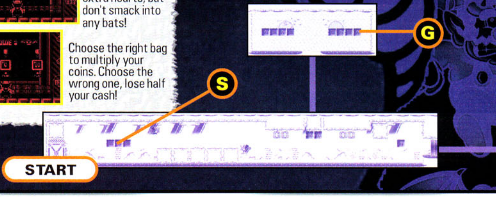




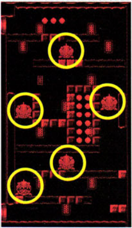
Pay 100, 200 or 300 coins for a chance to collect extra hearts, but don't smack into any bats!



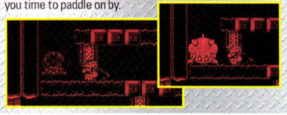
Choose the right bag to multiply your coins. Choose the wrong one, lose half your cash!



Big Mouths

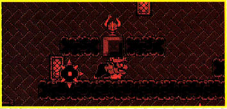


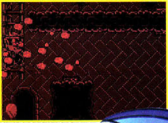
These overgrown guppies would love to put the bite on you, but your Sea Dragon flames will give them pause. One blast from your hat will send them flitting back into their holes for a few seconds, giving you time to paddle on by.

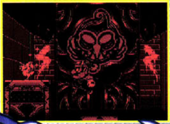


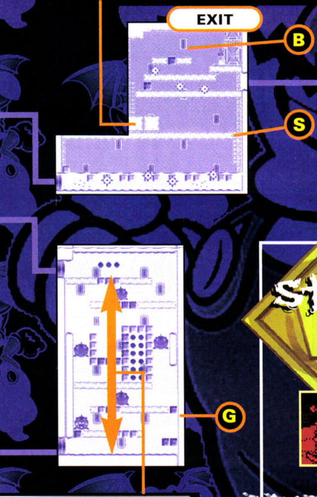
More Treasure

The rooster statue is behind this big block, and your flames can't shatter it. Let yourself get hit, collect the Viking Helmet, then stomp away!



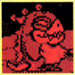




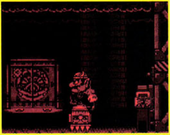


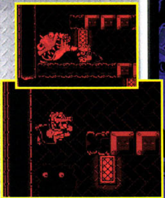
STAGE 4

Stage 4 consists entirely of your battle with your first major foe, and you can tell that your enemies were saving up for this bout. This raging reptile is no wimp! Grab the Viking Helmet if you don't already have super powers.



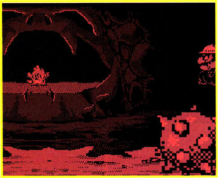
Dodge the guard's dive-bombing attack and stomp on its exposed underside. When it turns into a spring, jump toward the doors to begin the real fight.

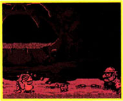


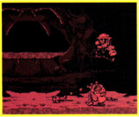


Aim And Fire !

Jump or dash to avoid the swinging mace. When the dragon bounces out to your piece of real estate, wait until the mace is curving away from you before you try to stomp on his head. The third hit will put him down for the count.





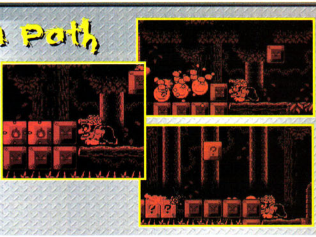


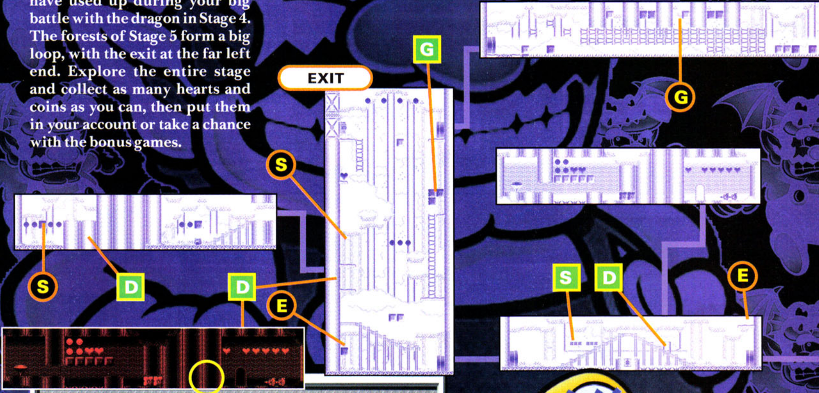
STAGE 5

Stage 5 is the perfect place to replenish any lives you might have used up during your big battle with the dragon in Stage 4. The forests of Stage 5 form a big loop, with the exit at the far left end. Explore the entire stage and collect as many hearts and coins as you can, then put them in your account or take a chance with the bonus games.

Blaze A Path

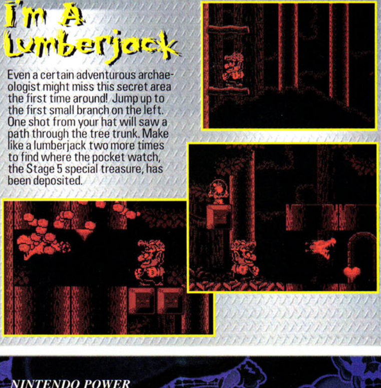
You might think you have to leap from block to block to escape the jagged thorns. Instead, crouch down and let loose a bolt of fire. Not only will you trigger the blocks to release their items, you'll also form a solid path out of thin air.

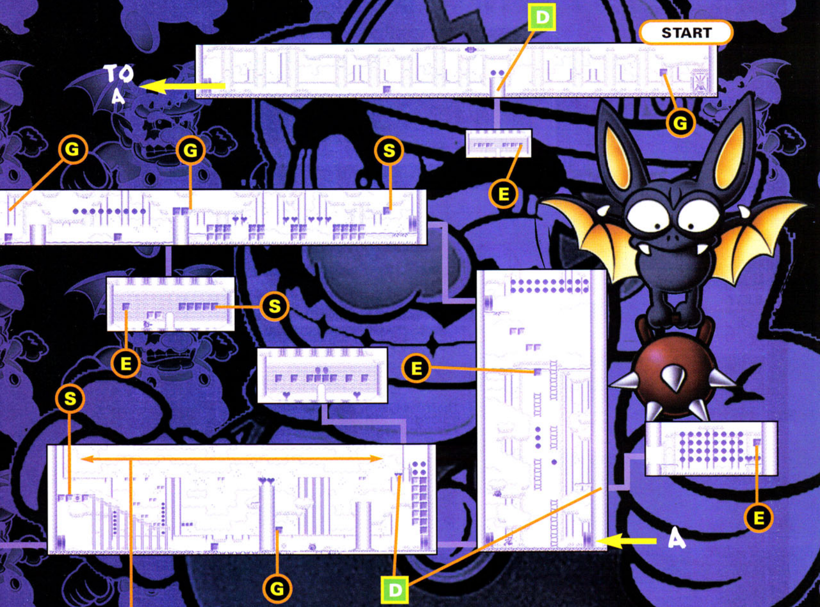


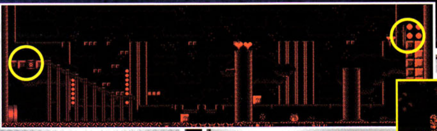


I'm A Lumberjack

Even a certain adventurous archaeologist might miss this secret area the first time around! Jump up to the first small branch on the left. One shot from your hat will saw a path through the tree trunk. Make like a lumberjack two more times to find where the pocket watch, the Stage 5 special treasure, has been deposited.





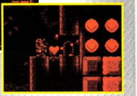


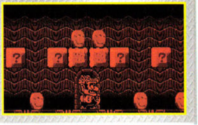
Take off From Here

Hop onto the wooden platform and spring to the background. Using the blocks and tree trunks as rest stops, fly over to the right side of the area.

Buzz Cut

Blow open the tree trunk to reach another hidden room. It just goes to show that you should examine everything!



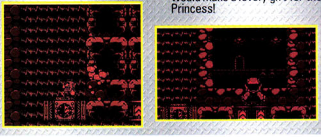


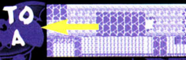
STAGE 6

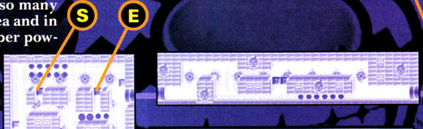
It's a constant struggle against vicious currents and torrential waterfalls, and it's best to proceed cautiously. With so many enemies on land, on sea and in the air, losing your super powers could spell disaster very quickly.

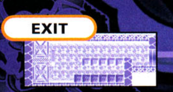
Fit For A Princess

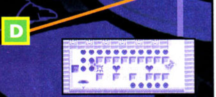
After you activate the secret switch, this plunger will be ready to go. Blow up the barrier, then spring off to the room beyond. The dress you find would make a lovely gift for the Princess!

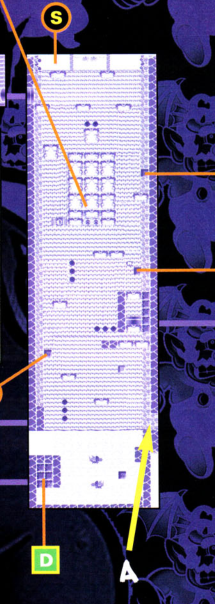






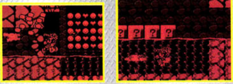


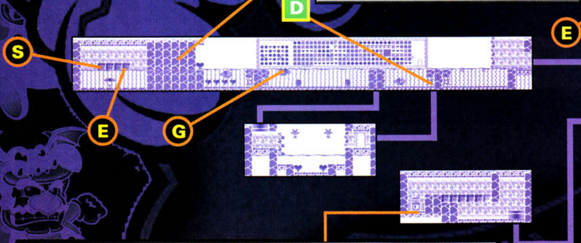


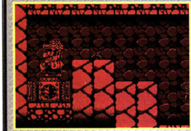


King Dragon Strikes Again

Use your dragon fire to make the walls come tumbling down. You'll find a diamond and a spring that will take you to a huge hoard of coins and hearts.

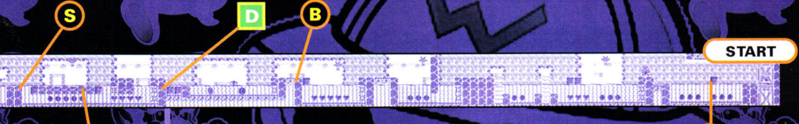


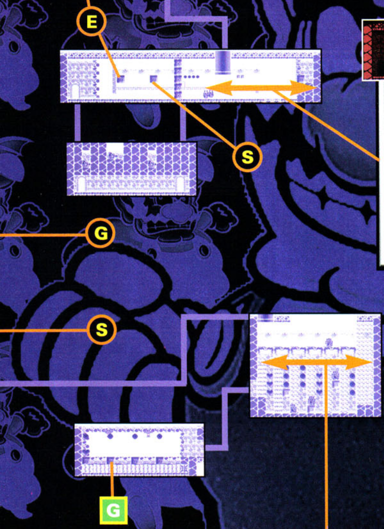


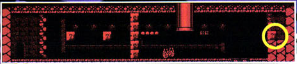


Activate the Secret Switch

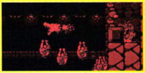
You'll need the full power of the King Dragon to get to this underwater chamber. This switch will arm the bomb that's sitting halfway up the waterfall. Bombs away!



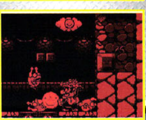




Coin Cloud



You can find this bonus area by stomping on two blocks that lie just below the surface of the water. Once here, bash the blocks on the right to release a coin cloud. Pennies from heaven!

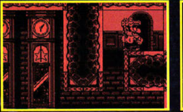


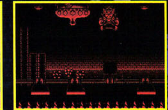
Gate Key Guard

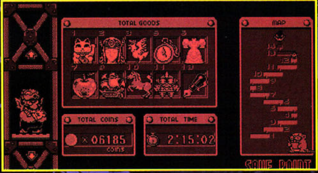
The key to the exit is guarded by a quartet of curious xarmed with boomerangs. Just let yourself drop to the floor of the chamber, where you'll be in a better defensive position.

TRY EIGHT MORE STAGES

Caution: More puzzles and perils ahead! You'll cross a burning desert, sneak through a haunted house and play dodge ball with a tank, and that's just for starters. Let's hope you survive long enough to enjoy your treasure!



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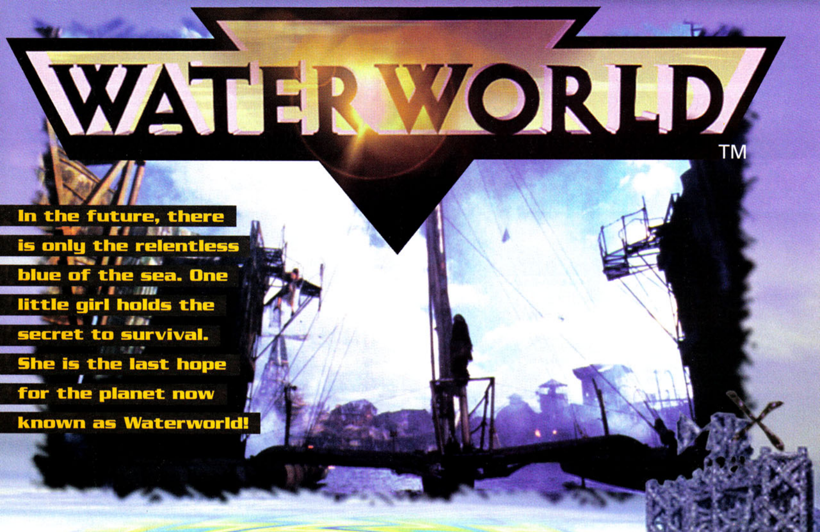
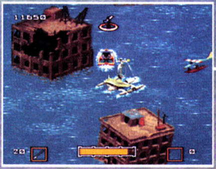
WATERWORLD™



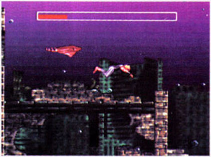
In the future, there is only the relentless blue of the sea. One little girl holds the secret to survival. She is the last hope for the planet now known as Waterworld!

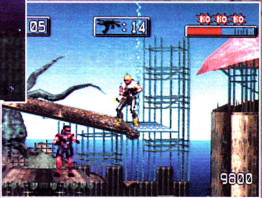
TIDAL WAVE OF ACTION!

The most ambitious movie of the 1995 summer season is now an exciting Super NES action pak, courtesy of the folks at Ocean of America. Following on the heels of the Virtual Boy version, a first-person perspective shooter, this latest adaptation takes the adventure even further by offering three types of battle and puzzle stages in two different formats. The sadistic Smokers, led by the man known only as the Deacon, have declared war against the peaceful people of the floating atolls. Their goal: capture Enola, a child of dread destiny. Enola bears strange tattoos on her back, tattoos that could be a map that would lead them to dry land. As the Mariner, it is your duty to protect Enola and the Atollers from enslavement by these latter-day buccaneers. The fate of the world is in your capable hands, so hop aboard your Trimaran and get ready for explosive conflict on the high seas!



You'll face threats large and small on the sea and in the air. The Smoker forces include one-man wave riders, several types of large attack boats and some light aircraft.





Search the platforms for pistols, rifles and harpoon guns. Some Smokers will leave weapons behind after they've been defeated.

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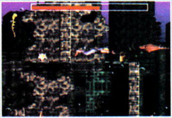
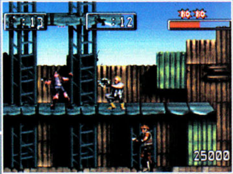
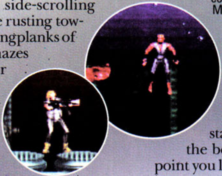
ROUGH SEAS AHEAD!

Each stage consists of four levels, always in the same order. The first is a Trimaran level where you seek and destroy all Smoker raiders. The second is a maze-like diving level. It's a race against time to collect soil samples and other precious items before your air runs out. The third is another Trimaran level where you must rescue kidnapped Atollers. Shoot the escaping wave riders to release their hostages, then touch the floating Atollers to bring them automatically aboard your ship. The last is a side-scrolling action level set on the rusting towers and crumbling gangplanks of an atoll. The atoll mazes scroll to the left or right in endless loops, but you can still get lost if you're not careful!



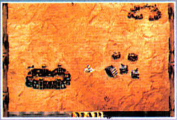


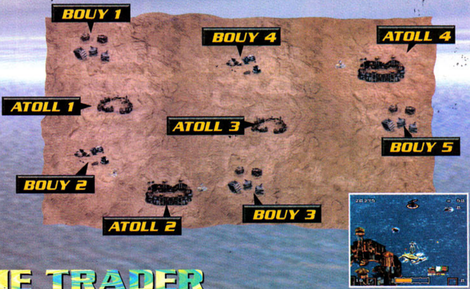
Don't count on there being a convenient way out of the ruins. Map your route and watch your air!

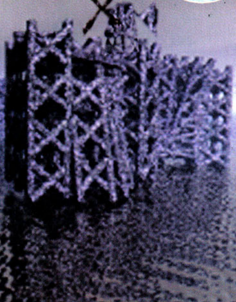


SEA CHART

A map marks your progress across the seas, and you'll receive a password after every stage. The passwords put you at the beginning of a stage, not at the point you left off, and you'll lose any credits or weapons you've collected.







HULL
WEAPONS

THE TRADER

You're awarded credits for most everything you do, including rescuing hostages and recovering items. These credits are added up at the end of each stage, and you can spend them on repairs and special weapons for your Trimaran. You can buy two weapons per stage and as much ammo as you can afford.

Repairs

Always spare the credits for repairs, which are quite a bargain. If your Trimaran sinks, the game is over, no matter what!!

Uzi 9MM

This rapid-fire wonder replaces your Trimaran's single-shot pea shooter . It has unlimited ammo.

Mine

Mines pack a big punch but are awkward to use. The smaller, faster watercraft can dodge mines with ease.

Shrapnel Mine

Though still tricky to use, shrapnel mines can be effective against the larger, slower boats found in later stages.

Harpoon

The standard harpoon can take out some of the larger boats with one shot. Each one costs 400 credits.

Spear Bomb

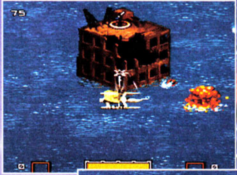
Spear Bombs are more powerful than harpoons, but also more expensive. The choice comes to quality versus quantity.

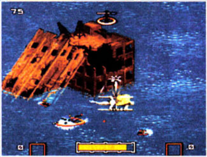
Gatling Gun

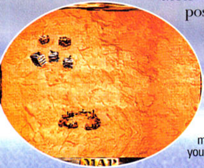
With its incredible rate of fire, the Gatling gun is the ultimate weapon in your "anti-Smoker" campaign!

STAGE 1

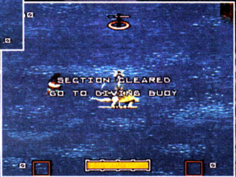
Your first time at the helm of the Trimaran will probably be a surprising experience. She stops and turns on a dime, and even with just a single-shot weapon, she's more than a match for her smaller foes. In this first stage, most of the enemy fire doesn't even come close, and you won't have to worry about taking too much damage. In the first Trimaran level, the compass at the top of the screen leads you to a marker buoy. Once you clear the area of Smokers, touch the buoy to proceed to the diving level. In the second Trimaran level, the compass points the way to the atoll you're supposed to defend.







You can't choose which area you visit first, but at least the map shows you how much of the game you've completed.

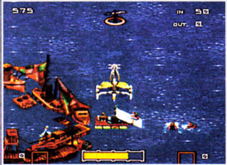


SECTION CLEARED
GO TO DIVING BUOY

Enemy fire can hurt you, but you can bounce off of buildings or boats without damaging your Trimaran's hull. You must clear the level of all Smokers before you can take the plunge.

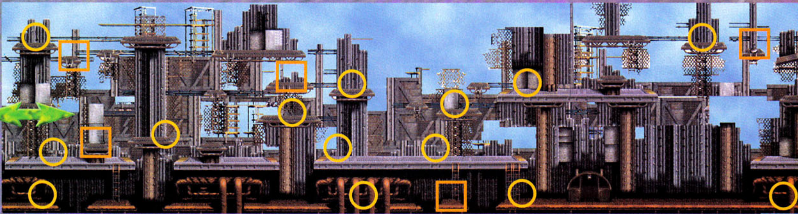
'ROUND AND 'ROUND SHE GOES

After the second Trimaran level, it's time to scale the heights and scour the depths of the atoll to flush out the Smokers. The atoll is rather large, and if you keep running from one side to another, the screen will scroll around in an endless loop. Grab any weapons you can find to defeat the invaders and end the level. A counter keeps track of the number of Smokers left. Smoker positions are marked by circles on the map, while the boxes show the locations of weapons.



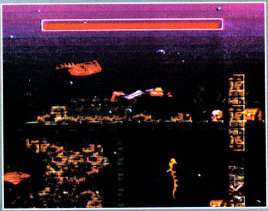
In the second Trimaran level, Smoker wave riders use ramps to jump into the a toll and take hostages. Wave riders flash when carrying hostages.

○ **Smoker** □ **Weapon**

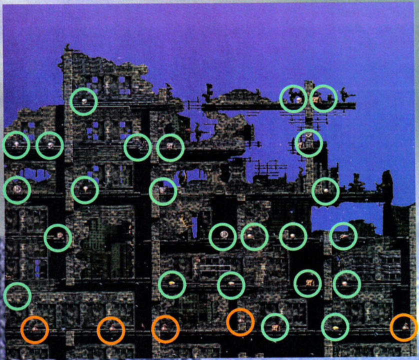


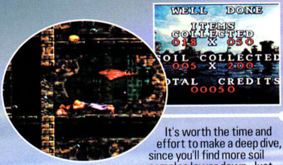
DIVING FOR DOLLARS

The diving level begins with you floating just above the battered shell of an ancient building. Weave through the wreckage and collect as many items as you can before your air runs out. Running into unfriendly fish costs you air, so be careful. Soil samples (circled in orange on the map) are worth 200 credits each, and other items (circled in green) are worth 50 credits each. We've charted one possible route through the building that will yield five soil samples and 18 other items.



When swimming, your body is always in a horizontal position, even when moving downward.



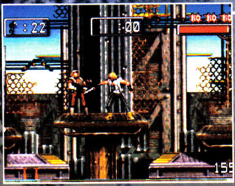


WELL DONE
ITEMS COLLECTED
018 X 050
OIL COLLECTED
005 X 200
OTAL CREDITS
00050

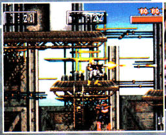
It's worth the time and effort to make a deep dive, since you'll find more soil samples lower down. Just be sure to watch out for fish, especially if your air is 50% or lower.

○ **Bonus Item**

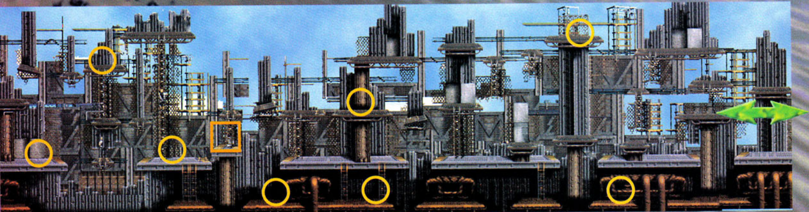
○ **Soil Sample**



You start the level with only a wimpy machete. Even if you find a stray weapon, it will have limited ammo.

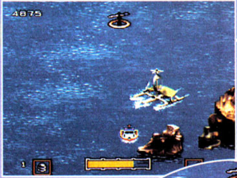


You can shoot in any direction and take out Smokers on different levels. You can't fire while jumping or climbing.

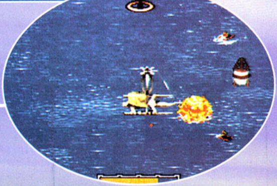


STAGE 2

The Deacon is not one to be trifled with, but neither are you! You should've earned enough credits to repair your ship and buy an Uzi, at least. The wave riders are swarming like hornets, but if you show'em the business end of that baby, they'll turn tail! Save any heavy weapons for the second Trimaran level. If you're near the edges of the screen, the Smokers will rocket out of your reach and reappear somewhere else. Since you don't have to worry about rescuing hostages, just hang in one place and let them come to you.



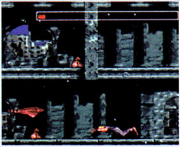
Don't get caught by the "merry-go-round" tactic. The PT boats are just as maneuverable as your Trimaran, and chasing them around rocks will only land you in hot water!



The PT boats will outmaneuver you in close quarters. Give them a small lead, then move to intercept.

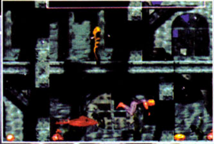
INTO DAVY JONES' LOCKER

That old pirate, Davy, never had cool swag like this! Once again, the best booty is on the bottom floor, but the obvious route down the right side of the building is well patrolled. The better route zig zags through the hollowed out center section of the building and down the left side.



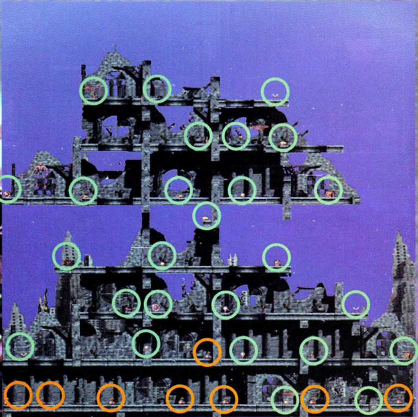
ENERGY
DEPLETED
NO BONUS

To collect any credits, you've got to get to the surface before your air runs out.



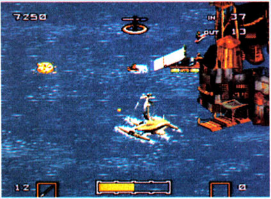
You can't get by these two without losing some air. Two hits can cost you almost half your supply!

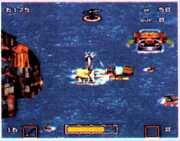
○ **Bonus Item** ○ **Soil Sample**



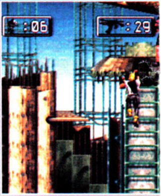
FIND 'EM AND SMOKE 'EM!

Now you've really ticked them off! The Deacon ups the stakes and sends a bigger armada against this atoll. Hordes of wave riders will try to drop off their hostages on larger boats then go back for more. When full, the boats will take their human cargo and run. If the boats make it off the screen, the hostages will be goners! Once aboard the atoll, most of the action takes place on the higher platforms. There are lots of gaps along the bottom level, so look before you leap!





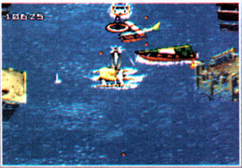
The wave riders can't get into the atoll without the ramps. Block the ramp boat with your Trimaran before it can get into position.

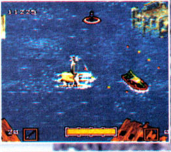


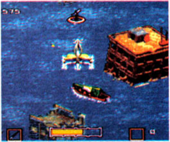
Some of the platforms are so narrow that you can't climb up to them without running into a Smoker. Fire at an angle from an upper or lower platform instead.

STAGE 3

The seas are thick with Smokers as Stage 3 gets underway, and...where the heck did they dredge up an airplane?! Your weapons can't damage it while it's buzzing around, but it will occasionally touch down on the water for a second or two. Remember that any damage you take in the first Trimaran level will carry over to the second!



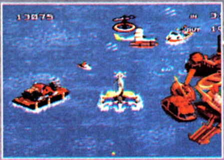




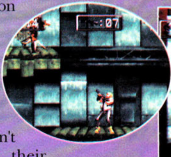
Stay out of the green boat's line of fire. Hint: they have no rear-firing guns.

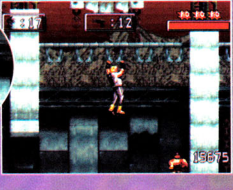
AVAST, YA SCURVY SMOKER!

In the second Trimaran level, ramp boats cruise in from every direction, and your best chance is to stock up on harpoons and scuttle as many of them as you can. Don't waste time, waste Smokers! The maze in the atoll level is a lot more complicated, but the Smokers don't wander far from their assigned posts.



You're no Tarzan, but you can use the overhead pipes to scramble between platforms or launch an airborne assault.





UNDE
ACRO

You're stuck in
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way out. There's
you, so there's n
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to get there. Yo
when swimming
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shift to a vertica
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drift upward. It's
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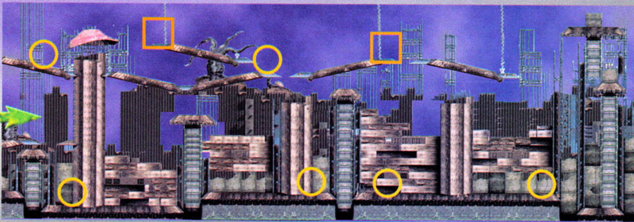
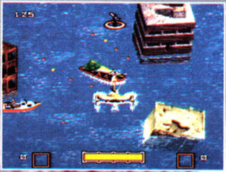


○ **Smoker**

□ **Weap**

RWATER BATICS



The Smokers are armed to the teeth and loaded for bear. Take evasive action, and don't sit still!

○ **Bonus Item**

○ **Soil Sa**

a building when the
you have to find your
no open water around
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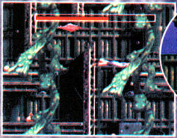
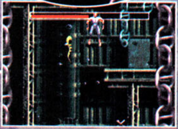
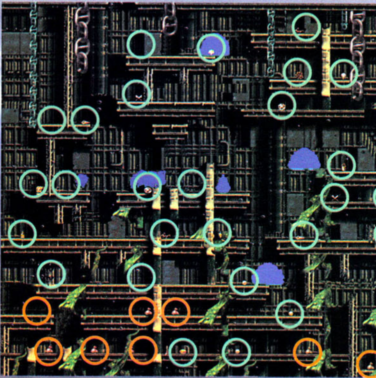
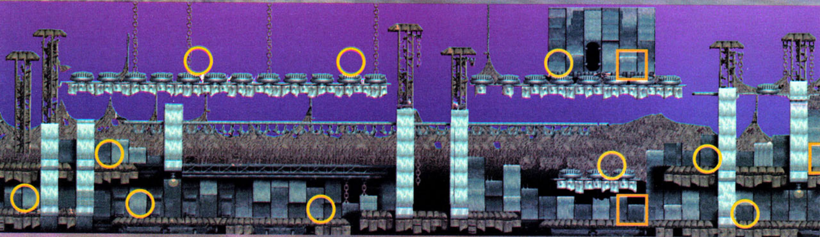
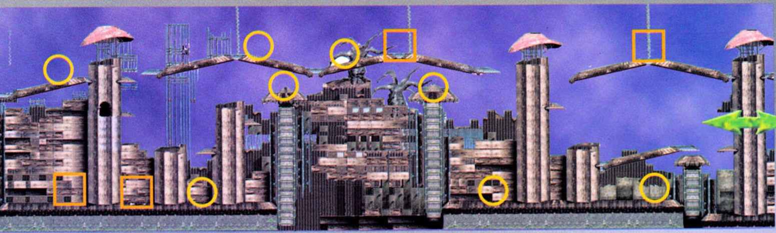




You'll move into a vertical position if you just let yourself drift. Chains and seaweed will obscure your view, so feel your way around.





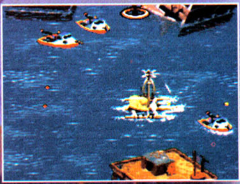


n

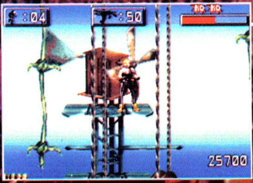
mple

LAND HO!

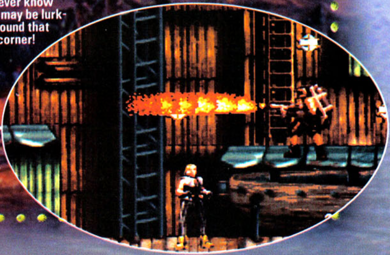
The battle rages on through two more complete stages as wave after wave of greasy Smokers stage a final assault against the helpless atolls. If they succeed, the Deacon will possess humankind's last and greatest treasure: hope. You're the only one who can protect Enola from the Deacon's evil and help the Atollers achieve their destiny!



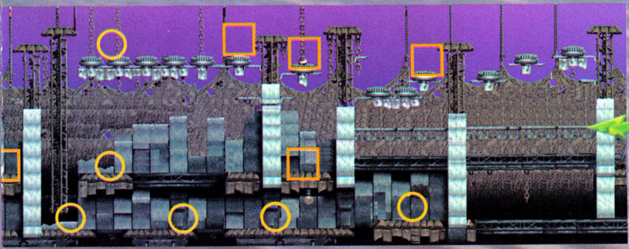
The Smoker craft will try to surround you and catch you in a vicious cross fire. Special weapons are your key to victory!



Try to collect as many weapons as you can in the final atoll stages. You never know what may be lurking around that next corner!



The atoll level mazes are much more complex in the last two stages, and the Smokers are packing some serious firepower. Tread carefully and use your machete whenever you can to conserve your ammo.



○ Smoker

□ Weapon

EARTHWORM
JIM
2
™

MOOO!
COMING SOON TO
YOUR SUPER NES
FROM PLAYMATES
NINTENDO POWER®

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EPIC CENTER

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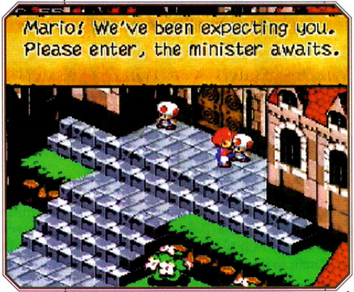
SUPER MARIO RPG UPDATE

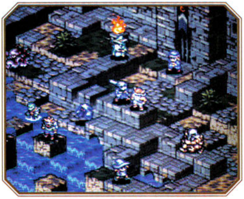
Good news and bad news on the Super Mario RPG front. The bad news is that the game has been delayed. The good news is that the final product should be even better because the delay time will be used for further development. Current plans are for development to continue through February for the U.S. version, which will include text translation as well as improvements to the game play. Also on the good news front, the first rough translation arrived at NOA. The story begins with Bowser kidnapping Princess Toadstool and Mario heading out to rescue her. When a giant sword falls from the heavens and shatters the star road, Mario, Princess Toadstool and Bowser are blown far apart in the kingdom. The game follows Mario's quest to put the broken star road together. The princess and Yoshi will join his party, and even Browser lends a claw in the end. All in a day's work for the most heroic plumber in the world.



Mario! We've been expecting you.
Please enter, the minister awaits.

TACTICS OGRE

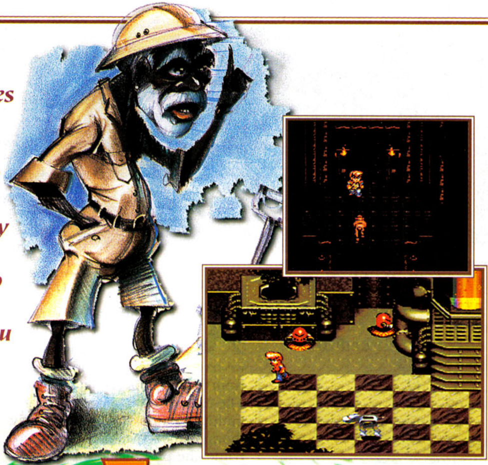
A few months ago we mentioned Tactics Ogre in Epic Center News. This month, we have an exclusive shot straight from the developer in Japan, Quest. The enhanced 3-D perspective and multiple battle levels are clearly shown in the screen shot. As in Ogre Battle, the play includes both RPG and strategy elements. Tactics Ogre fought back from delays in development to make a surprisingly quick debut in Japan in October where it promises to be even bigger than Ogre Battle. No decision has been made about a U.S. release by Enix, which released Ogre Battle. One promising sign is that Ogre Battle has sold out in the U.S.



THE RISING SUN

RPG heaven-on-earth continues to exist in Japan, thanks mainly to Square Soft and Enix. The most anticipated new titles due to be released this fall continue to be Dragon Quest VI from Enix (scheduled for a December release) and Romancing Saga 3 from Square, which was scheduled to be released in November. The hottest epic games being played right now, according to our sources in Japan, are Secret of Mana 3 and Tactics Ogre, just released. According to Square Soft in the U.S., it isn't likely that Secret of Mana 3 (or Mana 2, as it would be numbered here) will ever make it to the western world. The trouble is of a technical nature and the cost may be prohibitive. That's too bad, of course, but Square has plenty of other gems lined up, including a second game from the team that brought us Secret of Evermore. The development group at Square's Redmond facility began work on the new game in October. The word from our friends at Square is that it won't be a sequel to Evermore, but an even more ambitious project. The decision is still being made on whether the entire game will be created on SGI workstations.

The quest to escape the confines of the imaginary world of Evermore continues this month in Epic Center. The next leg of our hero's journey takes him through the Ancient World and into Gothica. We've got all the strategies to see you through heated battles and mind-boggling mazes.



SECRET OF EVERMORE™

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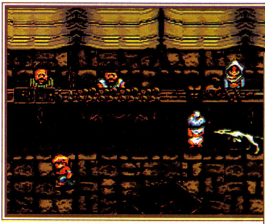
HOW THE WEST WAS WON

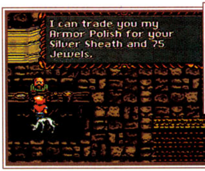
When last you left Epic Center, our heroic lad had braved the dangers of the Colosseum in Nobilia and proven his prowess. Now, all eyes turn to the west and the two mysterious ruins that haunt the far bank of the river. Your new mission is to find the two missing Diamond Eyes for the dog statue, but before leaving Nobilia, make the rounds in the market and trade for valuable pieces of armor. Then return to the coast and prepare for the assault of the palace and the pyramid where new terrors lurk in the ancient stone passages. Beyond these dangers lies Gothica, the third world of Evermore, where the queen plots against you. This month, we'll take you as far as the abandoned castle of Ebon Keep.

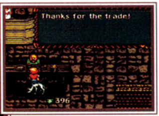


You've been on this shuttle before, so I'll just be quiet and let you enjoy the ride.

TAKE STOCK

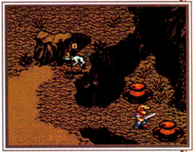
Before heading south to search for the Diamond Eyes, spend time in Nobilia trading for valuable items in the marketplace. Begin with lots of rice, beads and spice as the basis of your trading up to the best items. Many commodities are sold by several vendors with different prices. Look for the best price.


I can trade you my Armor Polish for your Silver Sheath and 75 Jewels.


Thanks for the trade!

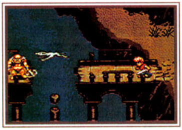
CRUNCH!

Remember the rock Tiny hurled into the sky back in Nobilia? Well, look out! As soon as you reach Blimp's cave, the rock plummets from the sky and opens a passage to the two pots when it crashes.



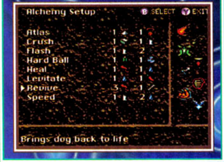
DOG JUMPING

Crossing the river won't be a problem now that Rover has rejoined you. Switch control over to the dog by pushing Select, then run and jump over the rushing torrent at the bridge. Now go north along the riverbank to the pulley platform to cross over.



BLIMP AID

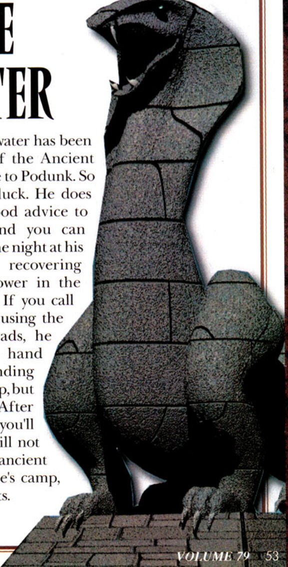
Blimp rewards your valiant effort with the Revive alchemy formula, which allows you to restore health to your trusty pooch. The formula requires three parts Root and one part Bone. Buy a ton of Blimp's alchemy ingredients.


Alchemy Setup

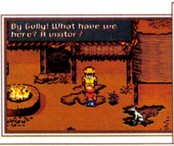
Atlas	1	1
Crush	1	1
Flash	1	2
Hard Ball	1	1
Heal	1	1
Levitate	1	1
▶Revive	3	1
Speed	1	2

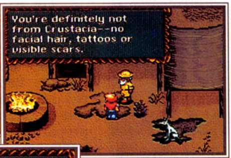
Brings dog back to life

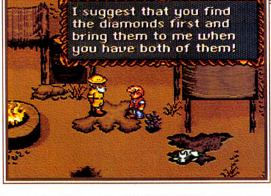
HORACE HIGHWATER



Mild-mannered Horace Highwater has been digging through the ruins of the Ancient World, looking for a way home to Podunk. So far, no luck. He does have good advice to offer and you can spend the night at his camp, recovering your power in the process. If you call Horace using the Call Beads, he lends a hand by healing you and confounding enemies. He also has Time Warp, but he doesn't have a great attack. After collecting both Diamond Eyes, you'll meet Horace again, but he will not seem himself. Madronius, an ancient alchemist who lives in Horace's camp, supplies some extra ingredients.


By Golly! What have we here? A visitor?

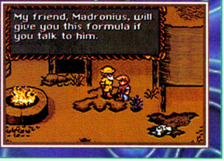

You're definitely not from Crustacia--no facial hair, tattoos or visible scars.


I suggest that you find the diamonds first and bring them to me when you have both of them!

REVEAL THE PATH

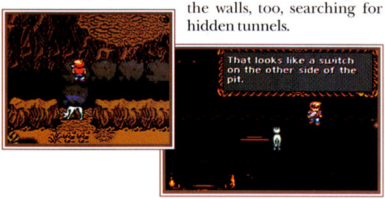
Revealing the paths of the hidden bridges in this region is easy with the Reveal alchemy formula. Madronius gives you this formula and explains its use. Use it to cross the pits and gorges that protect the palace and pyramid.

Inside the hall, use the Reveal formula to cross three chasms. Reveal doesn't help inside the pyramid.


My friend, Madronius, will give you this formula if you talk to him.

COLLOSIA

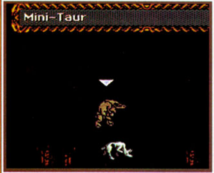
Built on a colossal scale, the hall holds secrets in its walls and one of the Diamond Eyes in its vault. First off, Reveal the bridges in the central chamber. The switch opens the first of four side areas in the hall. Explore each area thoroughly, looking for more switches. Press against the walls, too, searching for hidden tunnels.


That looks like a switch on the other side of the pit.

BRONZE SPEAR

At the end of the fourth area, which leads off of the central chamber from the upper right, you'll find a Mad Monk. Defeat it to win the Bronze Spear, then go back to the chasm in the central chamber and throw the spear across.

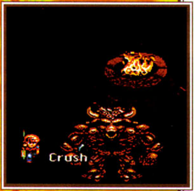
MINI-TAUR


Mini-Taur

This freak of nature may be half bull, but you should still take him seriously. His stomps wrack-up damage on the boy and dog even if they are standing across the room from this monster. Set the dog on high Attack. Alchemy formulas such as Flame add to the destruction of the beast. Unlike most battles in Evermore, this one shouldn't last too long and you won't need a safe place to hide.

MEGA-TAUR

When you throw the Bronze Spear over the middle of the chasm, it hits a switch, causing a bridge to extend. Cross over and say hello to Megataur. The Megataur's most dangerous attack is its use of Confound. If afflicted by this, you'll find that your controls operate opposite to what they should. While afflicted, your alchemy and Call Bead attacks still zoom in on the enemy. If you beat Megataur, you'll find the first Diamond Eye.

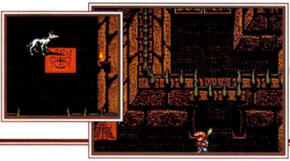


PYRAMID BOUND

The second Diamond Eye awaits at the pyramid. Stop by the camp to heal up and purchase more alchemy ingredients. Go south to the river, and cross the pit using Reveal. Battle two guards outside before preparing to penetrate the secrets of the tilted tomb.

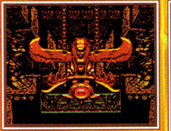
MAN'S BEST FRIEND

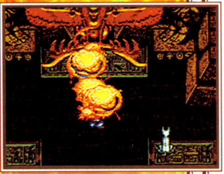
Rover can't climb the pyramid, so you have to open the outer gate. Stand on the switch to the left of the door, then guide the dog inside. The boy now goes in from the top. Inside, use the dog to activate gate switches, allowing his master to reach him.



RIMSALA

Rimsala, a giant, angry medallion, whirls around the room attacking you along with four statues that have come to life. When you see fire reflecting off the top of a statue, it's alive. One blast of a level 3 or 4 alchemy stops a statue cold. But Rimsala is tougher. You'll have to fight it for quite awhile, healing yourself as necessary. It's fairly easy to avoid Rimsala's attacks so you don't need to find a safe spot. If it uses Confound on you, just stay put and blast it with alchemy and powerful Call Bead attacks such as Fire Eyes' Heat Wave. Success is rewarded with the second precious Diamond Eye.



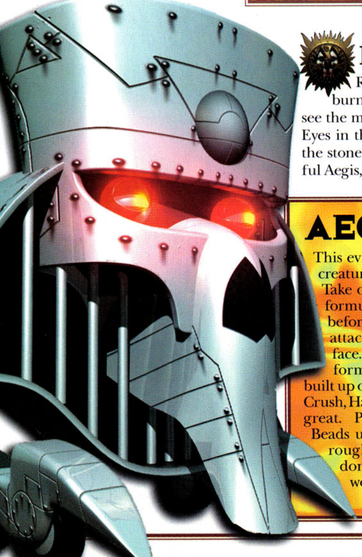


BACK TO CAMP

Back at Horace's camp, you'll find that he has moved on. Madronius suggests looking near the river. After a good night's sleep, head east and meet Horace. Give him the Diamond Eyes, even if he seems a bit odd. Off he races to Nobilia, leaving our hero to follow after stocking up on alchemy elements.

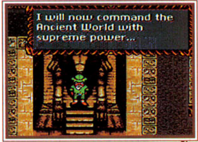
DRAIN

Use the Bronze Axe to chop through the stone of the cliffside across the river. In the cave, you'll find an alchemist who gives you the formula for Drain. Drain won't clear your pipes, but it will drain some HP from your opponent and give it to you.



NOBILIA

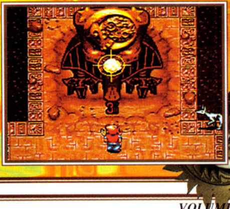
Return to Nobilia across the burning sands. You'll be just in time to see the mad Horace restore the Diamond Eyes in the Sacred Dog statue. Suddenly, the stone dog transforms into the powerful Aegis, a being of steel and hatred.



I will now command the Ancient World with supreme power...

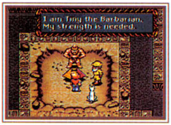
AEGIS THE DESTROYER

This evil bucket head fires lightning bolts that turn into other creatures such as Bone Buzzards, Bad Dawgs, and Will O'Wisps. Take out the minor enemies, then attack Aegis with alchemy formulas. You should stock up on ingredients on the coast before going inland to Nobilia. Heatwave is a good Call Bead attack to hurl in Aegis's face. Any alchemy attack formulas that you have built up over the game such as Crush, Hardball or Flash work great. Preserve your Call Beads unless the going gets rough. In this case, you don't have much to worry about.



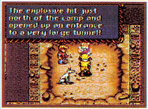
TINY'S BIG TOSS

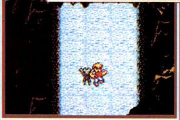
Your old friend Tiny plays a helpful role after the defeat of Aegis. The real Homer shows up, notices the energy core about to go critical, and calls Tiny over. With a mighty heave, the humongous hurler launches the core. A report from Madronius shortly thereafter reveals that the core blew a hole in the ground near the camp.


I am Tiny the Barbarian. My strength is needed.

IN THE DARK

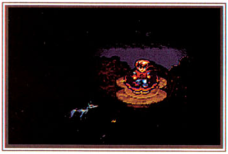
Hike up the riverbed near Horace's camp then jump into the ravine. You'll tumble into the dark tunnels below. Fight off the Oglins, or let your canine companion sink his teeth into them, and use the warp points to reach Aquagoth's lair.


The explosive hit just north of the camp and opened up an entrance to a very large tunnel!



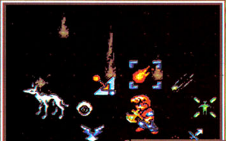
WARPED

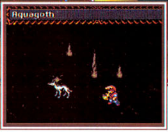
The warp points in the tunnel connect to distant warp points elsewhere in the tunnel. The tunnels themselves seem to repeat endlessly. Make a map from the first warp point.



AQUAGOTH

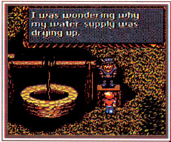
Aquagoth sits in the middle of the latticed chamber where tentacles spear up from below. The tentacles may damage you, but concentrate instead on Aquagoth, firing alchemy attack formulas at the guardian of the tunnel world. If Aquagoth falls, the tentacles also fail. If you have lots of alchemy elements, the battle won't last long.





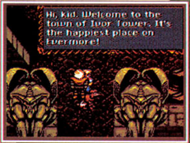
INTO THE LIGHT

After Aquagoth succumbs to your onslaught, a basket appears dangling from a rope. Climb in and the basket will be pulled up into the light by a strangely dressed fellow. When your dog is pulled up after you, he will have transformed into a pink poodle.


I was wondering why my water supply was drying up.

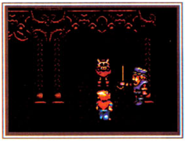
IVOR TOWER

Explore the outer areas of Ivor Tower and talk to the residents to learn about the Pig Race and sideshow. Look inside houses and behind them.

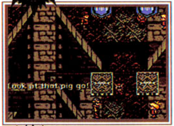

Hi, kid. Welcome to the town of Ivor Tower. It's the happiest place on Evermore!

PIG DOG

When is a poodle not a poodle? When it has the head of a pig. Amazingly, your pooch appears in the freak show with a pig's head. That's worth the price of admission.



THE BIG PIG RACE

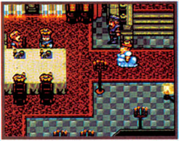


Look at that pig go!

The real porkers don't stand a chance when your Pigpoodle enters the race. The result will be an invitation to dine with Queen Bluegarden in the castle.

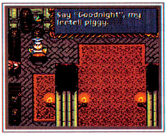
DINNER WITH THE WINNER

The Queen has invited to dinner the owner of the winning pig, who just happens to be you. Unfortunately, before you even get a bite, your dog gets you in trouble once again.



HOT DOG

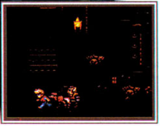
The old saying, "Out of the frying pan and into the fire," sums up what happens to your furry friend. The Queen's chef mistakes him for the main course and is about to make poodle bacon when the dog escapes down a chute to the basement.

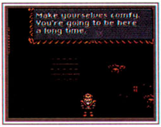


Say "Goodnight", my leetell piggy.

LOCKED UP AGAIN

Breaking out of this jail takes about five seconds. Once the dog slips free of the jail cell, scamper over to the gate and step on the floor switch. When one character is in trouble, maybe the other character can help.

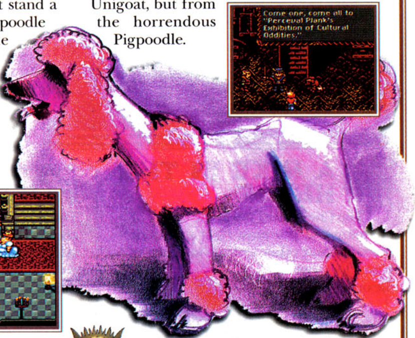




Make yourselves comfy. You're going to be here a long time.

THE SHOW THAT NEVER ENDS

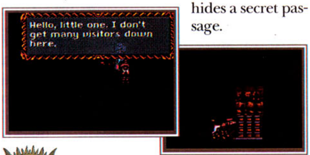
Come inside! Come inside! The freak show at the end of the alley will astound and nauseate you, not from Mr. Head or the Unigoat, but from the horrendous Pigpoodle.



Come one, come all to "Perceval Plank's Exhibition of Cultural Oddities."

THE MUTT MAZE

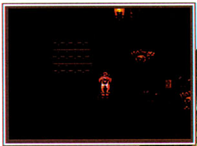
Map your progress through the basement maze. You need to find an old lady with a key and a room with a bookshelf that hides a secret passage.



Hello, little one. I don't get many visitors down here.

ESCAPE

The only way out of the dungeon is through the last jail cell. Open the other cells by stepping on floor switches and defeating the prisoners that attack. In the final cell, you'll find a secret passage that takes you to the royal sewer.

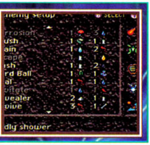


SEWER SLIDE

The currents in the sewer sweep you away. Crawl out of the water where you can and look for items. Eventually, you'll find a door that leads back into the castle.

CORROSION

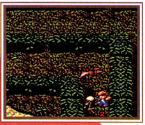
This alchemist hides in the sewer where no one can smell his experiments. He gives you the formula for Corrosion, a potent spell that leaches away an opponent's defenses. You'll need a new ingredient, Mushrooms, to mix this potion and use it against enemies.



```
hemy setup              B SELECT
rrosion       1    3
ush           1    1
ain           1    2
cape          1    1
ish           1    2
rd Ball       1    1
al            1    1
oitete        1    1
vealer        2    1
vive          3    1
dly shower
```

A HIKE IN THE HEDGE

The Chessboard lies at the center of the maze, but you must fight past Bone Buzzards and other critters to reach it. Move clockwise on the outside path.



STINKING UP THE PALACE

Emerging from the sewers, you and Fido smell like a couple of ripe carp. A guard meets you, pinches his nose, then leads you off to see the queen. Something smells like a rat.

tay right where you re, little mister!

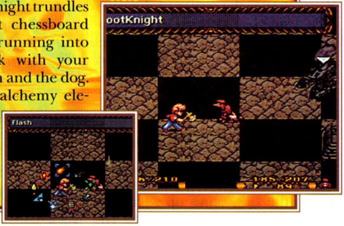
FOR QUEEN AND COUNTRY

What's this? The queen needs your help? She wants you to sneak over to Ebon Keep and lower the drawbridge so that her troops can storm the place. You agree, but reluctantly. Something is afoot.

Can you do this for me, Mr. Billy?

FOOTKNIGHT

The animated Knight trundles about the giant chessboard and attacks by running into you. Fight back with your strongest weapon and the dog. (Conserve your alchemy elements for later battles.) Use the large statues for some protection.



NO WHITE RABBIT

Unlike Alice in Wonderland, our hero descends from the absurd chess match into a secret passage leading to danger. Move through the tunnel as quickly as possible, dodging the aerial attacks as best you can.

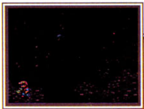
ONE-UP

The alchemist in the forest gives our hero the formula of One-Up. This healing concoction is like being reborn with full HP. One-Up is particularly useful in heated battles, like those ahead versus the shape-shifters and dragon.

I call it "One Up," Use it just before you lose all of your Hit Points.

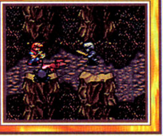
THE WATCHER

Look to the branches of the trees for aid in penetrating this maze. The little blue gremlin is a shape-shifter. If it appears, you know you took the correct path.



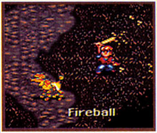
BAD BOYS

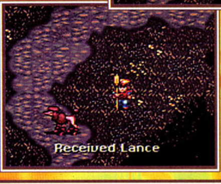
When you step out of the forest, six shape-shifters scatter in front of you. Two of them combine to form a Bad Boy a mockery of your hero. The Bad Boy attacks using your weapons and alchemy formulas. Attack swiftly, using powerful alchemy spells.



TIMBERDRAKE

The forest beyond the stream in the ravine is home to Timberdrake, a fire-breathing dragon. He can scorch you and the dog, but you can fight fire with fire. Blast the big worm with Fireball at level 3 or higher. If you toast the serpent, you'll win 2000 coins and the Lance, another of the awkward spear-type weapons. The Lance is strong, but hard to use, just like the other spears in the game.



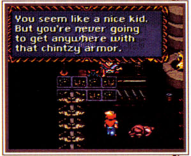

Received Lance

INTO EBON KEEP

Step into the dry sewer pipe to sneak into the old castle of Ebon Keep. Follow the pipes until you find a door that leads out to the town.

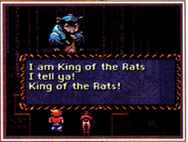
THE INN

The Ebon Keep Inn doesn't get much business these days. No one is in the main area, but there's an armor shop to the right. Buy armor and the shop keeper gives you the Bazooka. Now, go back and stay at the Inn.


You seem like a nice kid.
But you're never going
to get anywhere with
that chintzy armor.

RATTY

Prepare to be plagued by the King of the Rats Verminator. He uses Acid Rain, Drain and other formulas, and he has lasting power. Take lots of Honey with you.


I am King of the Rats
I tell ya!
King of the Rats!

RE-GROWTH

Behind the first house on the level of Ebon Keep just above the Inn and Store, you'll find a lady who is closing her alchemy shop. Luckily for you, she gives you Regrowth, which gradually regenerates the hero's HP. Regrowth requires one part Acorn and two parts Water.

OMNITOPIA

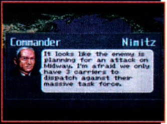
The madness isn't over yet. After foiling Queen Bluegarden's plans to take over Gothica, the boy and his dog will find themselves in the futuristic world of Omnitopia. Here, Prof. Ruffelberg labors to put right what went wrong so many years ago. Will he succeed and send our hero back home to Podunk? Next month, Epic Center covers the final chapter of this adventure in Epic Strategies.

P.T.O. II
Pacific Theater of Operations™

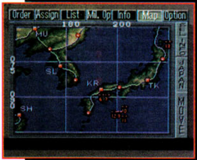
CAN YOU CHANGE HISTORY?

Super NES

Put yourself in command of the greatest naval battles in history, as super powers from across the world collide for control of the Pacific Theater of Operations. PTO II recreates the great struggles of World War II, from the days before the attack on Pearl Harbor to the end of the war. Like most Koei games, PTO II lets you do more than simply fly a plane. To win, you must supply and direct entire fleets, complete with bombers, battleships and submarines.

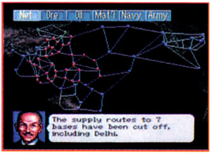

Commander Nimitz

It looks like the enemy is planning for an attack on Midway. I'm afraid we only have 3 carriers to dispatch against their massive task force.


Order
Assign
List
Mil. Op
Info
Map
Option
180
200
MU
SL
KR
TK
SH
JAPAN
MOVE

© 1995 Koei

A DAY WHEN HELLCATS AND ZEROS RULED THE PACIFIC OCEAN

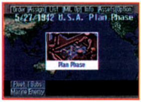

Net
Ore
Oil
Mat'l
Navy
Army

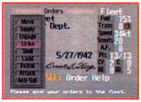
The supply routes to 7 bases have been cut off, including Delhi.

In PTO II, you command either the Japanese or the U.S. Navy. With the bombing of Pearl Harbor, Japan weakened the United States and became the greatest power in the Pacific. As World War II began, Japan won a string of battles, but the United States had enough factories and workers to rebuild its navy. By the end of the war, American ships ruled the sea, and the U.S. Hellcat war planes dominated the sky.

Whether you control the Japanese Navy, with its early advantage in power, or the recovering American forces, you'll take part in a conference at which you'll discuss ways to win the war, set goals, and give general orders. Once the plans are made, it's your job to carry them out, using your bases, fleets, airplanes, land forces, and submarines. You'll have to be a crafty military strategist to protect your ships and reach your goal.

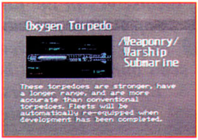
MAKE PLANS, PREPARE WEAPONS, FIGHT TO WIN!


Order
Assign
List
Mil. Op
Info
Assets
Option
5/27/1942 U.S.A. Plan Phase
Plan Phase
Fleet
Subs
Marine
Enemy


Orders
Fleet
Move
Supply
Engage
Strike
Shell
Land
Patrol
Attack
Anti-Sub
Dept.
5/27/1942
Fuel 75%
Trans 8
Speed 34kt
Scouts 20
A.F. 8
Pts 13/13
CV 2
C 0
BB 0
DD 5
SEL: Order Help

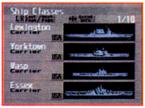
Please give your orders to the fleet.

Winning a war, especially a world war, takes preparation. Though you begin the game with a world-class navy, you must update it to ensure victory. To improve your navy, you will need more planes, ships, and submarines. To build more planes, you simply tell your production lines what to build. Building warships is another matter. You can continue to build more of the same ships that you had when you started the war, but if you're looking for the best way to win, you need to make not just more, but better ships. Your factories have designs in mind. To create new warships, go to the New Warship Screen. Remember, that you need money to make new ships and planes. Don't squander your funds, or you'll regret it later.


Oxygen Torpedo

/Weaponry/
Warship
Submarine

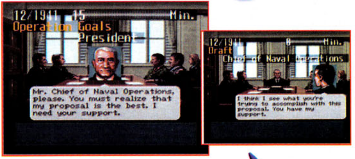
These torpedoes are stronger, have a longer range, and are more accurate than conventional torpedoes. Fleets will be automatically re-equipped when development has been completed.


Ship Classes
1/10

Lexington Carrier USA
Yorktown Carrier USA
Wasp Carrier USA
Essex Carrier USA

YOU ARE NOT THE ONLY ONE IN CHARGE OF THIS WAR

You may be in charge of the navy, but this war is a team effort. Each month you'll attend a conference at which high-ranking officials make decisions about the war effort. If you skip a conference, the others will make decisions without you. You participate in this conference using special cards. If you want to suggest an idea, use a "Plan" card. If you have nothing to say, use a "Pass" card. You can even use a "Refuse" card when you disagree with another committee member.



12/1941 15 Min.
Operation Goals
President

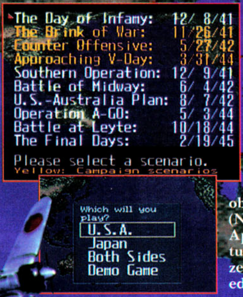
Mr. Chief of Naval Operations, please. You must realize that my proposal is the best. I need your support.

12/1941 8 Min.
Draft
Chief of Naval Operations

I think I see what you're trying to accomplish with this proposal. You have my support.

RE-LIVE THREE CAMPAIGNS, SEVEN SHORT SCENARIOS

History is not divided up into game levels, and neither is PTO II. It is divided into short scenarios and full campaigns. PTO II includes seven short scenarios in which you command your forces as they fight some of the most decisive battles of the war. To win a scenario, you must meet certain goals, such as sinking a certain number of ships. The Final Days, for example, is a short scenario that recreates the U.S. attempt to finish the war by defeating Japanese forces in Iwo Jima and Naha. When you play this short scenario, you begin by selecting your goals. Next, you have one turn to move your forces into position—either to defend your territories if you are Japan, or to move closer to Japan if you command the U.S. forces. Once you've finished, the enemy gets a chance to respond. Once both sides are in position and the battle begins, your job is to select targets and objectives. Even if you win the battle, your victory will not be complete unless your objectives are met. PTO II has three full campaigns: The Brink of War (November 26, 1941); The Counter Offensive (May 27, 1942); and Approaching V-Day (March 31, 1944). To win a campaign, you must capture your enemy's capital city, reduce your enemy's productivity to zero, or increase your base productivity to over 1,800. World War II lasted more than three years—don't expect to win a campaign overnight.



The Day of Infamy: 12/ 8/41
The Brink of War: 11/26/41
Counter Offensive: 5/27/42
Approaching V-Day: 3/31/44
Southern Operation: 12/ 9/41
Battle of Midway: 6/ 4/42
U.S.-Australia Plan: 8/ 7/42
Operation A-GO: 5/ 3/44
Battle at Leyte: 10/18/44
The Final Days: 2/19/45

Please select a scenario.
Yellow: Campaign scenarios

Which will you play?
U.S.A.
Japan
Both Sides
Demo Game

POWER-UP

A SUCCESSFUL CONFERENCE

Each month you will attend a conference. If you command the U.S. Navy, you'll attend with the President, two military leaders, the Secretary of the Treasury, and the Secretary of State. If you command the Japanese Navy, you'll go with the Prime Minister, two military leaders, the Minister of Finance, and the Minister of Foreign Affairs. Your job will be to propose ideas and win approval. Not all of the members get along. In order to win a vote you need to get two other committee members to agree with your proposals. These charts show the level of Dissatisfaction between characters. A level of 30 indicates that the character on the left column agrees with the character on the top row. A level of 70 indicates disagreement.

U.S.A.	P	A	G	T	S
President	╲	50	50	50	50
Admiral	50	╲	60	40	60
General	50	60	╲	40	70
the Secretary of the Treasury	50	60	70	╲	60
the Secretary of State	50	40	40	60	╲

Japan	P	A	G	Fi	Fo
Prime Minister	╲	50	30	70	40
Admiral	50	╲	70	50	50
General	30	70	╲	80	50
the Minister of Finance	40	50	50	╲	50
the Minister of Foreign Affairs	70	50	80	50	╲

Sid Meier's CIVILIZATION™

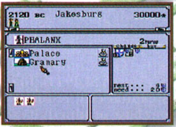
If you thought managing a city was tough, try guiding an entire civilization from the Bronze Age through the 21st Century! Here are a few tips to help budding rulers shape their humble tribes into world powers.

Solid Foundations

The toughest and most engaging part about Sid Meier's Civilization is deciding which new technologies to master at any given time. Many first-time players fall into the trap of developing only technologies centered around military strength. While you want to defend your society, you also want to ensure that your basic needs, like adequate food and resources, are met.

Agriculture

While military development is important, agriculture and trade are more significant in the early stages of the game. Without enough food, your population will grow slowly, and without strong trade, you won't have enough money to spend on city improvements and research. One of the first things you should do is build a Granary or research Pottery, which is the advancement needed to make one. While the Granary is being built, use a Settler unit to irrigate the land around your city. You can also use the Settler unit to change deserts and jungles into more productive ground, plains or grassland. You'll probably want to have some forests, hills or swamps around you, though, since these types of terrain often produce good raw materials or resources, including coal, ore and oil. Once you're producing more food, your population will grow. If you develop Construction, you can then build an Aqueduct, which en-hances irrigtion and helps protect a city from random disasters.



You might want to build a Granary before a Barracks.

Trade

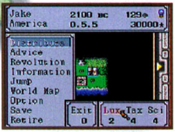
The key to financing your growing society is trade, which generates a large portion of your tax revenues. After the first few centuries, you'll have the option to develop a Code of Laws, then Currency, then the practice of Trade itself. Besides building Marketplaces to encourage trade, you can build Caravans to send to domestic and foreign cities. Once a Caravan safely reaches its destination, its home city will get an economic boost. The farther away the partner city is (it should be at least ten squares away), the more money you'll make. Building roads between cities is a big help, and once you start sailing, you should send Caravans overseas.

Power
Berlin
2420 BC
CARAVAN
211
MV 1.0

Look for prosperous (and friendly!) cities to visit.

Budgeting

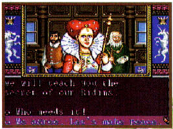
Another important factor is deciding how to spend your tax money. The Distribute Option on the Main Menu shows where your tax dollars are going. The default setting has 50% going towards general Tax bills (upkeep of your city and military, etc.) and 50% on Science research. This may work well for the first few centuries, but as time goes on, your people will want some Luxuries. By assigning some of your money to the Luxury category, you'll support the development of entertainment and the arts, which boosts the city's happiness. Depending on what else is going on, you may need to change these ratios periodically to speed up scientific discovery or pay bills.



Putting 20% of your money on Luxury production is a good start.

Diplomacy

Developing peaceful relations with your neighbors early in the game gives you time to develop. Of course, some societies will be hostile no matter what, but take advantage of peace offerings whenever possible. Representatives of other societies may offer to exchange technology from time to time. This can be risky, once competition for world dominance increases, but the benefits can be enormous when you're just starting out. You may gain an advance of decades or even centuries before you would have discovered it on your own. Once you develop Writing, you can create Diplomats and send them to foreign cities to establish Embassies. Whether your intent is peaceful or hostile, Embassies can provide you with a wealth of knowledge about a foreign power, including their military strength, resources and level of advancement.


We will teach you the secret of our Riding.

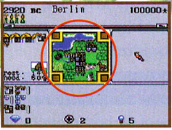
Who needs it!

We agree. Let's make peace.

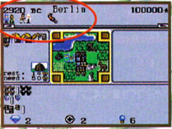
Sometimes intimidation (but not going to war) can pay off.

Specialists

Now that your economy is up and running, how do you keep it balanced and growing? One very effective strategy that is often overlooked is creating Specialists. Go to the City Menu, then choose the City Option to make the City Screen appear. The Population Roster at the top of the screen shows the number of population units in the city. As your population grows, the computer automatically assigns units to squares around the city to produce basic food and trade goods. The map at the center of the screen shows which squares the units are in. Small icons indicate whether a unit is producing food, goods or both. You can move units around the City Screen map by using the cursor and the A Button. This allows you to assign people to squares that produce more of the things you want. Once you have a larger population, though, you'll want to create Specialists, units that serve functions other than general production. Note that all the units in the Population Roster look similar, like storybook farmers. If you select a unit on the map, its icon in the roster changes to a person in a white jumpsuit. This unit is now an Entertainer, which boosts Luxury production. If you place the cursor on the Entertainer icon and press A, you can turn the unit into a Tax Collector, Scientist or back into an Entertainer. Tax Collectors increase revenues, and Scientists speed up research. Specialists appear only on the Population Roster, and not on the City Screen map. You can turn Specialists back into basic production units by placing the cursor on an empty square on the City Screen map and pressing A.



Move units around the map to produce food or goods.



Specialists appear on the right side of the Population Roster.

Wonders of the World

Building the Wonders of the World isn't necessary, but they can give you advantages in key areas. The Ancient Wonders aren't difficult to build, as most are based on simple advancements. They can take a long time to build, though, depending on your population and economy. You can also obtain Wonders by conquering foreign cities that have them. This is a tempting option, since the Medieval and Modern Wonders take a lot more technology to build. For example, you must develop (in no particular order) an Alphabet, Ceremonial Burial, Writing, Code of Laws, Mysticism, Literacy, Philosophy and Religion to build Bach's Cathedral, and the incredibly complex Apollo Space Program demands up to 45 different technologies!

Wonders of the Ancient and Medieval Worlds

WONDER	TECHNOLOGY NEEDED	BENEFITS TO YOUR CITY OR SOCIETY
Colossus	Bronze Working	Boosts trade
Gardens	Pottery	Increases citizen happiness
Great Library	Literacy	Gives extra technology
Great Wall	Masonry	Enhances peace between societies
Lighthouse	Map Making	Increases your ships' top speed
Oracle	Mysticism	Boosts effects of Temples
Pyramids	Masonry	Allows any form of government
Cathedral	Religion	Increases citizen happiness
Chapel	Religion	Boosts Cathedral's effects
College	Theory of Gravity	Boosts Libraries and Universities
Observatory	Astronomy	Accelerates scientific research
Theater	Medicine	Makes all citizens in the city happy

CLASSIFIED INFORMATION

KILLER INSTINCT™

FROM THE TREEHOUSE

More Psycho Combos!!

Last issue, we listed a truckload of nearly unbreakable Slappy combos (Slappies) for all of the Killer Instinct combatants. Well, hang on to your hats, because we've got a few more for you to try out! We've worked out a shorter version of one of B. Orchid's Slappies and some variant combos for the other fighters. Though not every attack pattern will work with every fighter, you'll begin to notice some of the similarities. By experimenting with these patterns and substituting or adding one move at a time (without using any auto doubles within the first three hits), you'll be able to develop Slappies of your own. The possibilities are endless!

Whip out a Fierce Lasaken at the end of B. Orchid's Slappy, and watch the sparks fly!

Add insult to injury with a Medium Press/Release Wind Kick at the end of Jago's Slappy.

B. Orchid:

Medium Ichi (Ni-San), FP, ender

Fulgore:

Jump-in FK, MK, ender (we recommend Fierce Plasmaslice)

Jago:

Jump-in FK, MK, ender

Spinal:

MP, Footslide, ender (we recommend Skeleport)

Jump-in FK, MK, ender (we recommend Medium Skeleport)

Glacius:

Jump-in MK, MP, Medium Reverse Cold Shoulder, ender (we recommend Medium Liquidize)

Stage Select

One of the best features of the arcade version of Killer Instinct is the option that lets you choose your battleground in the two-player mode, and now you can do it with the Super NES version, too! On the player select screen, access different locations by pressing Up or Down and one of the attack buttons on Controller I. Wondering if that special psycho combo looks different in, say, the Sky Platform arena? Now's your chance to find out!

Up and QP = Ice Temple
Up and MP = Skull Chamber
Up and FP = Ice Statue
Up and QK = Castle Rooftop
Up and MK = City Rooftop
Up and FK = Desert Rooftop
Down and QP = Desert Bridge
Down and MP = Palace Interior
Down and FP = Lava Bridge
Down and QK = City Street
Down and MK = Sky Platform
Down and FK = Industrial Complex

BUBSY II

■ FROM AGENT #444

Super Power Codes

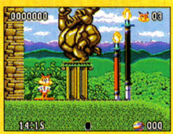
The action in Bubsy II is fast and furry-ous, and these codes will help you hop, skip and wisecrack your way through the worst of it. Any or all of these codes can be entered on the title screen, and you'll hear a tone each time you enter one of them correctly. If the title screen fades and the demo starts, the codes will be deactivated. You'll have to reset the game and enter the codes again.

99 Diving Suits

0000000
03
14:28
000

Press B, Left, Up and B for more Diving Suits than you'll ever need in one game!

99 Portable Holes



These babies come in handy in any stage, so press Right, Up, Select and Select.

99 Smart Bombs

0000200
03
14:29
000

Press X, X, Up, Down and X to stock up on the most powerful weapon in the game.

99 Nerf Shots

0000000
03
14:43
000

Pressing B, A, Left and Left will get you 99 of these squishy projectiles.

50 Extra Lives

0000000
50
14:56
000

You won't have to worry about losing too many lives if you press B, Up, B, Select and Y.

Invulnerability

0013300
02
13:10
01
231

To cruise through the game without taking a hit, press X, A, B, Y, Up and Down.

SYNDICATE™

■ FROM AGENT #596

Special Passwords

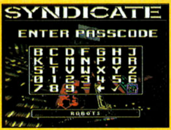
As tough as Syndicate can be, Agent #596 has found a way to make it even tougher! In a normal game, you usually find yourself somewhere in northern Europe with 30,000 credits and four cyborg agents at your disposal. These passwords place you in different countries around the globe with only one agent and a lot less money than usual. Managing four agents on one mission is tough to do anyway, but having only one agent leaves you with no reserves!

R0B0TS = Start in Indonesia, first mission in Western Australia.

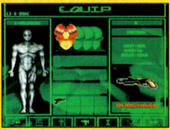
C00LB0DY = Start in Paraguay, first mission in Uruguay.

FL1GHT = Start in Western Australia, first mission in the Northern Territories or New South Wales.

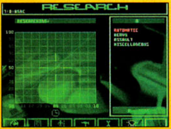
BCHHLL = Start in Kenya, first mission in Zaire or Mozambique.



In the passwords, the letters "O" and "I" have been replaced with the numbers "0" and "1".



The shotgun is always a smart buy, but you'll have to decide which cyborg part is best for you.



If you end up with little money, be creative with your purchases and investments.

You may have to rely on a single agent for a long time before you can afford to create more.

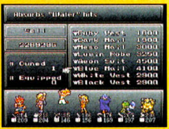
CHRONO TRIGGER

FROM AGENT #961

Charming and Disarming

In Chrono Trigger, you can use the Charm spell on some major enemies for unexpected bonuses. If you're lucky, Mother Brain gives up a Blue Mail coat, Son of Sun hands over the Black Mail, Rust Tyrano throws out the Red Mail, Yakra XIII drops the White Mail and Golem leaves a Magic Tab.

Can other enemies fall victim to your Charm?



If you have Charm, extra items, you can sell them for big bucks!

FOREVER

FROM AGENT #393

Riddle Me This, Batman!

In his latest adventure, the Dark Knight is taunted by the Riddler and his raving rhymes, but Agent #393 has managed to puzzle out the explanations for a few of the more frustrating ones. Many of the riddles refer to the stage you are in, so keep your eyes open and your wits about you!

Riddle: Unlucky for some, you need to be roofless to achieve this baker's dozen.
Answer: Blow off the top of the elevator and use your grappling hook to get to the secret 13th floor.

Riddle: Steel but no steal, rich but still poor, vault at great heights, but I fall through the floor.
Answer: In Two-Face's Hideout, use a grappling hook to pull down the safe (vault) that is hanging from the ceiling. It will demolish all the enemies beneath it and reveal a new area.

Riddle: A musical hit, that strikes the right chords, is a nice tune to play. It will bring you rewards.
Answer: On Claw Island, if you knock an opponent into the electrical wires (as in cords, rather than chords), a hidden area will emerge.

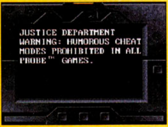
Riddle: Looking for savings? Check all around, raise up your interest and tell what you've found.
Answer: In the Bank, to get the "savings" (as in rescuing hostages), you have to "raise yourself up" with your grappling hook.

JUDGE DREDD

FROM AGENT #207

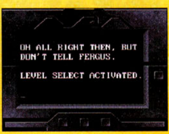
Stage Select and Energy Refill

If Mega City One is getting to be more than one judge can handle, here's a code that will help you clean up the streets. The first screen you see when you turn on the game is filled with copyright information. Before the screen fades, press Left, Up, X, Up, R and Y. Ignore the message that appears and press A and Y at the same time, then B and X at the same time. Press Start to begin a new game: Now you can access a stage select screen at any time by pressing Select, and your life bar will automatically refill after every hit.



JUSTICE DEPARTMENT
WARNING: HUMOROUS CHEAT
MODES PROHIBITED IN ALL
PROBE™ GAMES.

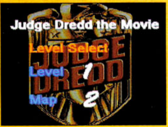
Don't worry—the code really will work with this game!



OH ALL RIGHT THEN, BUT
DON'T TELL FERGUS.

LEVEL SELECT ACTIVATED.

Press A and Y together and B and X together.



Now you'll be able to cruise anywhere you want in Mega City One.

Your life bar refills slowly, so if you get hit hard, you can still lose a life!

MEGA MAN VII

From Agent #882

Street Fighter Mega Man

Here's a code that lets two players compete in a special Street Fighter-style battle! To access this mode, enter the password below. We've assigned numbers so you can identify who is who in the password screen. Hold L and R on both controllers, then press Start on Controller I. This takes you to the player select screen, where you can choose between the heroic Mega Man and the nefarious Bass. Mega Man and Bass even have Street Fighter-style special moves!

Enter this password:

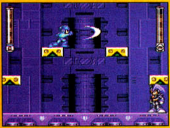
Mega Man (1), Dr. Light (4), Mega Man (1), Roll (5)

Roll (5), Roll (5), Rush (8), Roll (5)

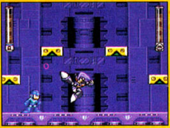
Auto (7), Rush (8), Wily (2), Robot (3)

Proto (6), Wily (2), Roll (5), Mega Man (1)

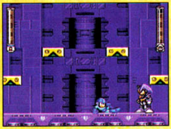
Hold L and R on both controllers, then press Start on Controller I.



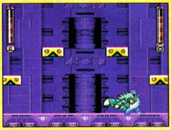
Hold Away, then press Toward and Y for the the Blue Bomber's Arrow Slash attack.



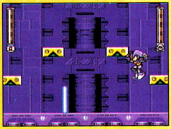
Bass comes back with a Booster Kick! Press Toward, Down, Down/Toward and Y.



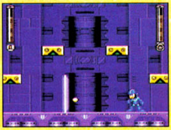
Perform the devastating Leg Breaker by pressing Down, Down and B.



While jumping, press Toward, Toward and Y to whip out the Sonic Crasher attack.



Press Up twice to use the Faint Warp and dodge any attacks.



Bass can also perform the Faint Warp by pressing Up twice.

VIRTUAL LEAGUE BASEBALL

From Agent #575

Miracle Team Passwords

If you're looking for greater challenges on the diamond, use these passwords to pit these national teams against the incredible Miracle team. You start off with seven wins and no losses, but as we saw this past season, anything can happen in a pennant race!

USA: 0♣♣43

CUBA: 2♣414

SINGAPORE: !♣403

AUSTRALIA: ?♣083

FRANCE: ♠♣882

GERMANY: ♣♣281

UNITED KINGDOM: ♦♣!♠1

ALL AGENTS ON ALERT!

If you've got an awesome tip or a killer code, send it in! Be sure to include your three-digit agent number, so we can give credit where it's due. What are you waiting for? Warm up those brain pans, stretch those thumbs and get moving!

Our Address is:
Nintendo Power
Classified Information
P.O. Box 97033
Redmond, WA
98073-9733

THE SPORTS SCENE

DECEMBER HEATS UP

Muddy Fields

This month's Sport Scene offers quality, quality, and more quality. Only three new Super NES games made the final cut, but those three will go head-to-head with the best sports games in their respective categories: basketball, baseball and football. It's not often that your Sports Scene editors refuse to snooze, but these games have kept us awake and playing overtime. Coming up next month, get set to tee off with PGA Tour '96, the first Super NES game ever to use the SA-1 microprocessor chip. The Super NES continues to be a very cool place. Sports Scene will also try out a new format and include sports games for all Nintendo video game systems. Let us know what you think.

GIVE IT TO US PG. 28

This arcade b-baller from Konami recreates the action of NBA Run 'N Gun for the Super NES. Can huge NBA characters and super control take it to the top?

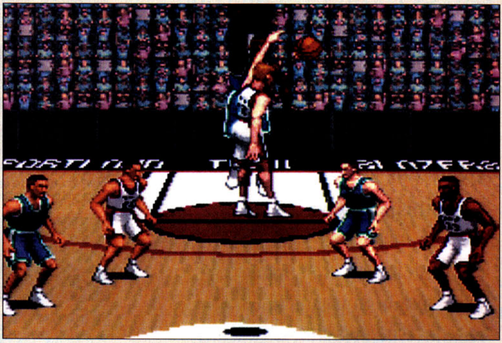
THE BIG HURT PG. 32

One of the premier sluggers of our age, Frank Thomas, puts his stamp on this major league baseball game from Acclaim.

THE CLUB PG. 34

There's more to NFL Quarterback Club '96 than a bunch of gridiron generals throwing at targets. This 24 Megabit game encompasses the total NFL experience.

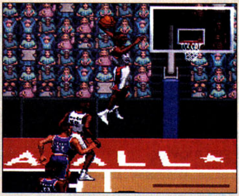
NBA GIVE 'N GO

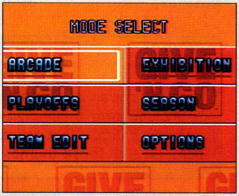


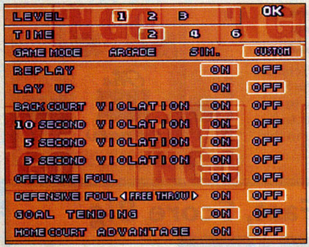
By Konami

Buffalo Grove, IL—NBA Jam may have started the arcade phenomenon for multi-player sports games, but NBA Run 'N Gun took it a step further by including full team, five-on-five action for up to four players. That number one arcade hit has been converted into an awesome Super NES game from Konami with the revised name of NBA Give 'N Go due to some legal considerations. The new name can't disguise the origins of the game. The compact, 16 megabit Give 'N Go retains all of the excitement, speed and options of Run 'N Gun, plus it adds features that you won't find on any arcade game.

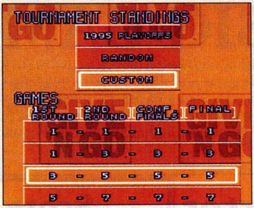
Give 'N Go scores over the other NBA hoop contenders in one obvious area—the graphics. The size of the players on the court exceeds that of NBA Jam Tournament Edition and NBA Live '96 resulting in easier reads of the action on the







LEVEL [✓ 1] 2 3 OK
TIME [✓ 2] 4 6
GAME MODE ARCADE SIM. [✓ CUSTOM]
REPLAY [✓ ON] OFF
LAY UP ON [✓ OFF]
BACK COURT VIOLATION [✓ ON] OFF
10 SECOND VIOLATION [✓ ON] OFF
5 SECOND VIOLATION [✓ ON] OFF
3 SECOND VIOLATION [✓ ON] OFF
OFFENSIVE FOUL [✓ ON] OFF
DEFENSIVE FOUL ◀FREE THROW▶ ON [✓ OFF]
GOAL TENDING [✓ ON] OFF
HOME COURT ADVANTAGE ON [✓ OFF]



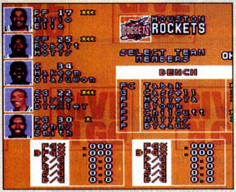
TOURNAMENT STANDINGS
1995 PLAYOFFS
RANDOM
[✓ CUSTOM]
GAMES
[1ST ROUND] [2ND ROUND] [CONF. FINALS] [FINAL]
1 - 1 - 1 - 1
1 - 3 - 3 - 3
[✓ 3 - 5 - 5 - 5]
5 - 7 - 7 - 7

court. You'll never lose the view of your players as they dash for the baseline or set up a pick. The animation looks terrific and includes tomahawk slam dunks and alley-oops. Not every NBA player is included—a failing you'll find on most other NBA licensed games. Shaq and Jordan have separate licensing deals that keep them out of the game. If the graphics have one glitch, it's that the characters can flicker in crowded conditions. Although the sprite loss can be annoying, it doesn't really detract from the game.

> "...the cool alley-oop command...adds a quick strike dimension to your offense."

Play modes in Give 'N Go include Playoffs, Season, Exhibition and Arcade based on the original version. Passwords save the action when you play a season. In Exhibition or Arcade mode, one or two players can challenge the computer, two players can gang up on one player, or teams of two can butt heads. The Team Edit mode can be confusing, but the Trade mode works like a charm. Recruiting a dream team is as simple as picking a line up.

Learning the action on the court is quick and easy, it consists of passing, shooting, rebounding, blocking, and stealing. You also have the cool alley-oop command with the X Button that adds a quick strike dimension to your offense. In contrast to NBA Live '96, you won't find offensive and defensive commands. You also won't find the spectacular moves, special play modes such as Juice, or a horde of secrets that make NBA Jam T.E. such a powerhouse. Hey, you can't have everything. But what you do get with Give 'N Go is tons of fun that you can play instantly with your friends. This game won't spend much time gathering dust, that's guaranteed.



HOUSTON ROCKETS
PF 17 ★★★ Mario Elie
SF 25 ★★★ Robert Horry
C 34 Hakeem Olajuwon
SG 22 ★★★ Clyde Drexler
PG 30 ★ Kenny Smith
SELECT TEAM MEMBERS
BENCH
FC Tabak
G Cassell
F Herrera
F Brown
F Chilcutt
F Murray
F Breaux

POWER HOOP HALL OF FAME

	NBA GIVE 'N GO	NBA LIVE '96	NBA JAM T.E.
ARCADE MODE	YES	YES	YES
PLAYERS	1-4	1-5	1-4
GAME SAVE	PASSWORD	BATTERY	PASSWORD
TRADE	YES	YES	NO
MARQUEE MOVES	NO	YES	YES
STATISTICS	1994-95	1994-95	1993-94
SET PLAYS	NO	YES	NO

NINTENDO POWER EXAMINER DECEMBER 1995

THE BIG GAME

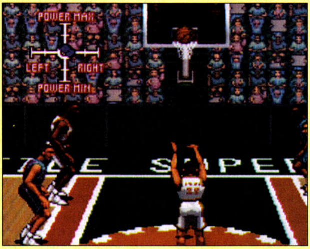
After a season filled with drama and action the NBA Give 'N Go 1996 championship came down to one game and winner take all. No longer the first-round dupes of the Pacific, the Sonics have scrambled all the way to the finals where they have battled the miracle Hornets who refused to be abused. Sports Scene breaks down the highlights quarter-by-quarter in this special insider report.

The 1995 NBA Finals
0
1
0
1
0
1
1
0

1st Quarter Highlights

True to their form for the past season, both teams scrapped like junkyard dogs in the opening minutes. The Sonics sank four of four from the line as if they had radar. In going on top 29 to 16, the Sonics ran the alley-oop from Payton to Kemp three times. For the Hornets, Mourning and Curry had the hot hands.

Score Fast, Score Big



With 2:02 left in the first period, Payton focused on the basket from the line using the free throw meter to the left of the screen. Give 'N Go champs know that the action is too hot to let any scoring opportunity pass them by. The Sonics capitalized early by going underneath for high percentage lay ups and dunks while the Hornets rushed their jumpers.

017
01:38
2ND Q
20
SHOT
006
C1
PASS PG

2nd Quarter Highlights

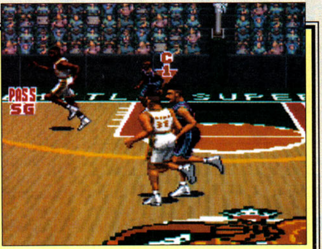
In the second period, the Sonics continued to dominate with rebounds on defense and power drives to the basket. Using alley-oops and picks, the Sonics penetrated the Hornets defense and slammed the ball home for 12 straight points. The two Give 'N Go players in control of the Sonics attributed their success to timing. "You look for the opening and break inside or pass it."

Give And Take

The Sonics showed that they could drive to the basket for the easy dunk. With 1:15 remaining in the half, Johnson got a step on Burrell in a classic mismatch. He turned it up court, drove past the smaller man and took it to the rim. Good hustle also helped the Sonics on defense. By switching to the players under the hoop, they were in position to grab the rebounds.

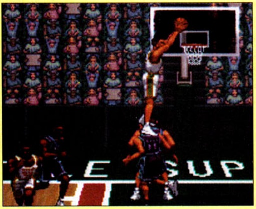
3rd Quarter Highlights

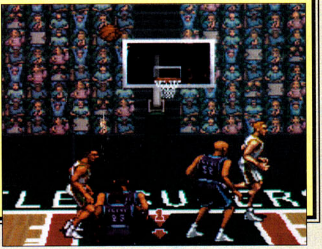
The second half opened with a determined Hornets team battling to even up the score. Taking a page from the Sonics play book, they concentrated on defense, stealing the ball and pushing up court. One player controlling the Hornets decided to camp out under the basket while the other slapped at the ball whenever possible.



Lobs Of Fun

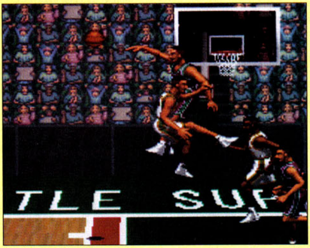
The alley-oop was the most dramatic weapon used by the Sonics in the third quarter, with Kemp and Schrempf on the receiving end of Payton's laser-guided passes. "If the key is open," recounted one of the players controlling the Sonics, "we go for it. There's very little chance that the shot will be rejected or the pass intercepted."





4th Quarter Highlights

Defense and sharp three-point shooting led to a dramatic turnaround in the final minutes. The Hornets continually rejected Sonic shots and ran off 14 unanswered points to take the lead. Both Hornets' players attributed their success to tough D and better timing. "We took the time to get open and hang our three-pointers in there."



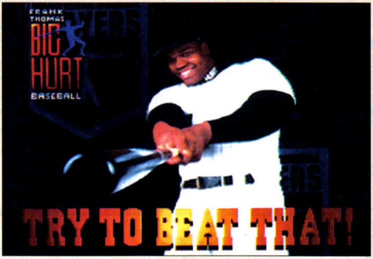
Stinging Defense

The final period saw the Hornets defense take control. The Sonics, sticking to their inside power game, fell victim to Mourning's patented rejection move. Time after time, number 33 timed his leaps perfectly and swatted the ball to a teammate to start the fast break. "In the end," said one of the Seattle players, "it was our ability to block their shots."

THE POST GAME SHOW

So what is the final word on this game? The Hornets made frequent substitutions throughout the game, keeping their team at full strength. In the final period, they also ran the fast break perfectly, passing the length of the court to the player breaking to the basket. Finally, the fake jump shot followed by the three-point jumper sank the Sonics.

Frank Thomas Big Hurt Baseball



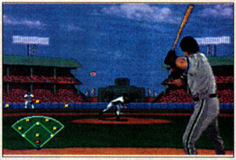
By Acclaim

Glenn Cove, NY—You might expect that a Super NES game starring Chicago White Sox slugger, Frank Thomas, would wind up being a hitter's delight, but Frank Thomas Big Hurt Baseball from Acclaim shines brightest from the pitcher's mound and in the presentation of its graphics. Iguana Entertainment and the White Team at Acclaim took an extra three months to wrap up this 24 megabit salute to the big show, but it was time well spent.

Big Hurt Baseball contains some excellent baseball graphics, including motion-capture images of Frank Thomas and his bruising power swing. The batting/pitching view sneaks up close behind home plate in the catcher's perspective. Once contact is made, the view switches to an above the field perspective that automatically follows the ball. The screen also shows an inset radar of the defense with the active player highlighted so you can position him to make the catch. The overall graphics, including a fairly good representation of every major league ballpark, are impressive. What you don't see in these screen shots, however, is the blank screen during the two second load period that takes place between the two views. That's just enough of a pause to throw off your timing on defense, especially if you're not used to it.

> **"The baseball fanatics...stacked the deck against you with 16 brutal scenarios."**

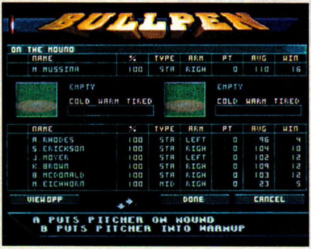
Acclaim loaded the order in Big Hurt with plenty of options including a two-player Exhibition mode, Season and Playoff modes, a Home run Derby, and Clutch Time, which puts you in a scenario with everything on the line.



Once you get over all the goodies and get into the game, the first thing you'll notice is the degree of pitching control. In Big Hurt, you choose position of the ball, type of pitch, height and speed. Unfortunately, the same three pitches Fast Ball, Split Finger, and Change Up were used for all the pitchers, which isn't very realistic, especially if you have guys like Wakefield on the mound.

Batting in Big Hurt seems very realistic due to the perspective. With a good eye and precision timing, you can hit to the opposite field regularly. Base running is a nightmare if you're on defense because the computer moves runners along at supersonic speeds. But if you're on offense, you can use this mismatch to steal bases with impunity.

Frank Thomas Big Hurt Baseball includes all the elements you would expect in a major league title, except the license from MLB. Still, Big Hurt stacks up near the top of Super NES baseball games. If you can hold off until the '96 season begins, however, your Sports Scene staff recommends comparing Big Hurt to the new Ken Griffey Jr. game from Nintendo. All indications are that Jr.'s new game could well be out of the park.



ON THE MOUND

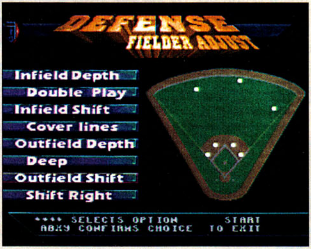
NAME	%	TYPE	ARM	PT	AVG	WIN
M.MUSSINA	100	STA	RIGH	0	110	16

EMPTY
COLD WARM TIRED

EMPTY
COLD WARM TIRED

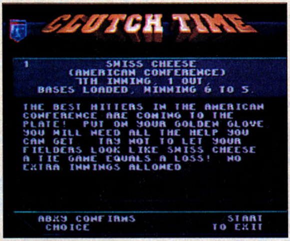
NAME	%	TYPE	ARM	PT	AVG	WIN
A.RHODES	100	STA	LEFT	0	96	4
S.ERICKSON	100	STA	RIGH	0	104	10
J.MOYER	100	STA	LEFT	0	102	12
K.BROWN	100	STA	RIGH	0	109	12
B.MCDONALD	100	STA	RIGH	0	103	12
M.EICHHORN	100	MID	RIGH	0	23	5

A PUTS PITCHER ON MOUND
B PUTS PITCHER INTO WARMUP



✦✦✦✦ SELECTS OPTION START
ABXY CONFIRMS CHOICE TO EXIT

SMART MANAGEMENT

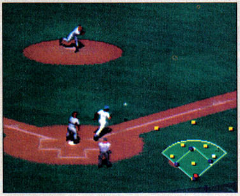


1 SWISS CHEESE
(AMERICAN CONFERENCE)
7TH INNING, 1 OUT,
BASES LOADED, WINNING 6 TO 5.

THE BEST HITTERS IN THE AMERICAN
CONFERENCE ARE COMING TO THE
PLATE! PUT ON YOUR GOLDEN GLOVE
YOU WILL NEED ALL THE HELP YOU
CAN GET. TRY NOT TO LET YOUR
FIELDERS LOOK LIKE SWISS CHEESE
A TIE GAME EQUALS A LOSS! NO
EXTRA INNINGS ALLOWED

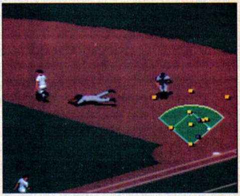
ABXY CONFIRMS
CHOICE

START
TO EXIT



With the bases loaded and Kenny Lofton at the plate, you should consider the possibility of a sacrifice bunt or pop fly. Don't set your outfield or infield too deep.

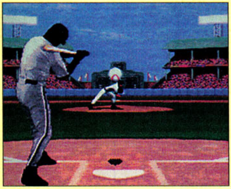
Smart management can turn any team into a contender, whether you're facing a friend or the computer in Frank Thomas Big Hurt Baseball. The game allows you to make most of the decisions and changes that a real manager could make in a game, from setting the batting order to calling for different defensive positions. This last decision is crucial because outfielders move like sloths in this game. Your chance to shine comes from guessing where a hitter will send the ball. When the computer bats, expect lefties to hit to left field and righties to hit to right field. Shift your outfielders accordingly to the left or right, and if the batter hits with power, move them back to the warning track. If you match your defense on every play, you won't give up cheap hits. You can also set up your infield, playing them shallow or deep or prepared to make a double play. Smart management also includes knowing when to go to the bullpen. Big Hurt baseball doesn't tell you when a pitcher is tired. Instead, watch how much heat he puts on his fast ball. If Randy Johnson is pitching under 90 mph, he could be getting tired.



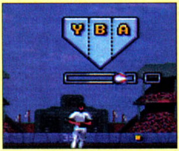
When an opponent puts a man on first base, set up your infield for the double play. It won't take a miracle to turn it if your players are in position.

Pitched Battle

Big Hurt gives you lots of variables in throwing a pitch. Although almost any pitch can be hit, the trick is to mix things up so the batter doesn't know what's coming. The strike zone is large, so move the ball around and don't worry about walking batters.

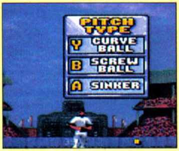


POSITION



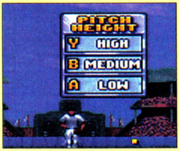
You can place your pitch anywhere over the plate using two control choices.

THE PITCH



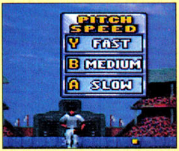
Choose the type of pitch you want to throw. Every pitcher has a Fast Ball, Split Finger and Change Up.

HEIGHT



Place the pitch High, Medium or Low. High and Low pitches may still be in the strike zone.

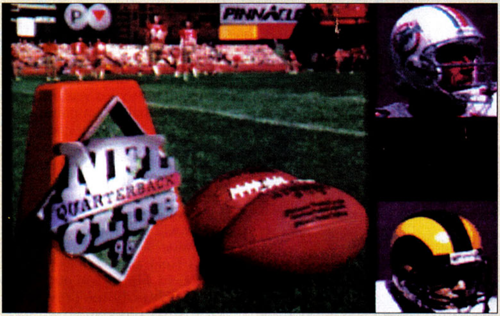
HEAT



Pitches can be thrown Fast, Medium or Slow. Top speeds will vary depending on the pitcher.

NFL Quarterback Club '96

By Acclaim



Elenn Cove, NY—The quarterback challenge may be gone from this year's edition of Acclaim's NFL Quarterback Club '96, but the challenge on the field is even better, enhanced by excellent player graphics, 400 plays, all the options you could want and a five-player option. NFL QB Club '96 stands head-to-head with this season's other contenders—Tecmo Super Bowl III: Final Edition and EA Sport's Madden '96.

QB Club '96 includes three basic modes of play. You can play games in Exhibition, Season, or Playoff mode, or Simulations in which you must make the best of tough scenarios, and you can Practice your football skills. This battery pak saves five seasons and playoffs and you can even play a season in the multi-player mode. Another cool feature is that you can switch player assignments so Player #1 doesn't always get to be the QB. Speaking of the QB, you can switch quarterbacks from one team to another. Unfortunately, that's it for trading, and you can't sub players during the game.

> **"...you can even play seasons in the multi-player mode."**

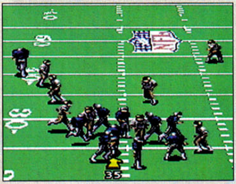
The programmers at Acclaim's in-house Iguana Entertainment made sure you wouldn't run out of options on the field. One example is demonstrated by the receivers in a multi-player game. As your receiver runs the chosen route, you can actually call for the ball. Running backs also have an assortment of evasive tactics including the spin, dive, juke and a burst of speed to carry them past on-coming tacklers.

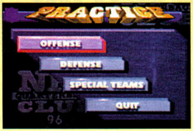
This year's QB Club may not have the ease of play that you'll find in Tecmo Super Bowl III or the excellent practice sessions and historical teams of Madden '96, but it does have great graphics and the sims are fun. Since it is a Madden-type game, the call really comes down to bells and whistles. Our chart below should help you make the call.

	NFL Quarterback Club '96	NFL Quarterback Club '95	Madden'96	Tecmo Super Bowl III: The Final Edition
MULTI-PLAYER	1-5	1-5	1-5	1-2
SAVE GAME	BATTERY	BATTERY	BATTERY	BATTERY
PRACTICE	YES	NO	YES	NO
PLAYER TRADES	QBs ONLY	QBs ONLY	YES	NO
INJURY/SUBS	NO	NO	YES	YES
SCENARIOS	YES	YES	NO	NO

MAKING THE CALLS

You'll gain the biggest edge in QB Club '96 by learning when to use the on-field options. For instance, running backs can dive for a whopping eight yards if they aim for a hole and dive with at least three yards between them and the nearest defender. Knowing that can gain you a critical first down. The same thing is true of passing. The timing and success of the pass play depends on the speed of the receiver and of the ball in the air. The two must come together at the cross hair at the same moment. For running plays, the key is to study the blocking schemes then learn to use the appropriate player moves during the game. The most critical move is the Speed Burst. Push the X button just as you hit the line of scrimmage to squirt through. Defense is always more of a guessing game, but you can control whichever player you want. Generally, you want to stop the big play, so if you switch to a safety or corner and read the play correctly, you'll be in the right place to stop the long gain.





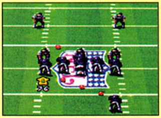
TWO-A-DAYS, FULL CONTACT

Although the unique QB challenge didn't make it into this game, Acclaim replaced it with the Practice option, which is invaluable as a learning tool. The practice option puts you in scrimmage situations—three-on-three or full squads—on offense or defense so you get the moves down without being mangled before you know what hit you.

Pass No Rush

Learn to time your passes without pressure from defenders.

Rushing Open

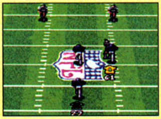


Three-on-three rushing practice. Learn the fundamentals.

Pass Cover

Three-on-three pass coverage drills. Learn to dive!

Line Blocking



For multi-player games, learn how to block.

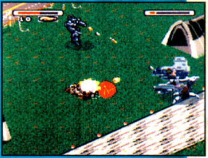
MECHWARRIOR® 3050

FUTURISTIC BATTLEMECH® WARFARE

Super NES

The War Goes On

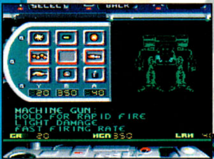
Climb aboard 50 tons of battle-scarred steel and prepare for a rollicking good time in Activision's Mechwarrior 3050! Leaping back to the war torn future introduced in their original Mechwarrior game, Activision decided to concentrate less on the adventure elements and more on serious crash-and-burn action. There are five vast worlds to explore, and while some fans will miss the intricate plot, you do get to play with much bigger guns!



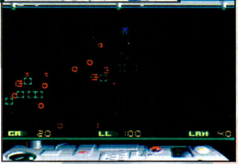
©1995 ACTIVISION INC.

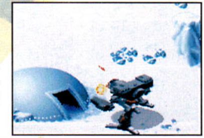
NEW GAME MORE FIREPOWER

The original Mechwarrior game was a balance between adventure and action, with battle scenes shown in first-person perspective from your mech's cockpit. This game is much more action-oriented, with the battles changed to a three-quarter overhead view. This cuts down on the "simulation" feel of the game, but it lets you concentrate on more enemies at once, making the battles faster and more exciting. Other improvements include a wider choice of weapons, a full-screen radar display and the ability to walk in one direction and fire in another. The latter ability is incorporated into a fantastic two-player mode with one player as the pilot and the other as the gunner! There are unlimited continues, and passwords are given after each campaign.



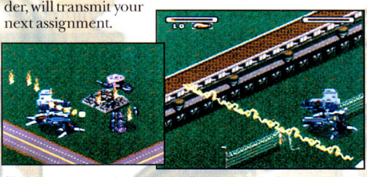
MACHINE GUN:
HOLD FOR RAPID FIRE
LIGHT DAMAGE
FAST FIRING RATE





ALSHAIN

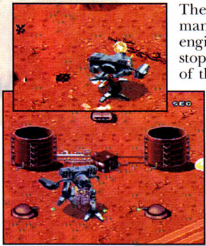
Your first campaign takes you to the Draconis Combine outpost on Alshain. You'll find coolant tanks (that repair damage) and weapon caches hidden throughout the complex. As you complete each phase of your mission, Colonel Ward, your commander, will transmit your next assignment.



Piloting your mech can be awkward at first, but at least the terrain poses no major problems.

TAKE 2

SATALICE

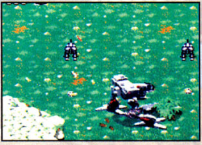


The Rasalhague have begun manufacturing mech fusion engines, and you're sent in to stop the project. The first phase of the mission is timed, giving you less than three minutes to find and eliminate your targets. On top of that, the volcanic surface of Satalice is less than kind to your poor, overheating mech. Here's your chance to use those unlimited continues!

Not only do you have to dodge enemy mechs and moving land mines, you also have to watch out for exposed hot spots and fountains spewing lava!

AVON

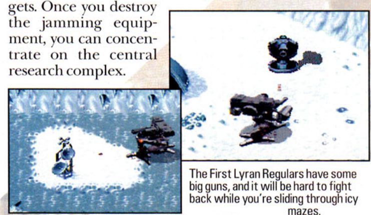
It's you against the mechanized might of the 5th Ghost Regiment, and it's not a pretty picture. To break into their complex, you first need to collect four bomb components. After you find the last component, you must deliver the now active device to the target point within 30 seconds. If not, well, you can kiss your mech goodbye!



The 5th Ghost Regiment has jump-jet technology, which allows them to bounce in and out of your line of fire.

RIDDERKIRK

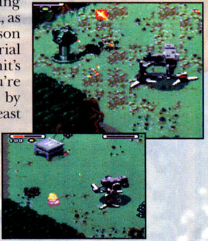
With Fedcom's research center protected by radar jamming sites, you may stumble around Ridderkirk's icy terrain for a long time before you locate all of your targets. Once you destroy the jamming equipment, you can concentrate on the central research complex.



The First Lyran Regulars have some big guns, and it will be hard to fight back while you're sliding through icy mazes.

HOME

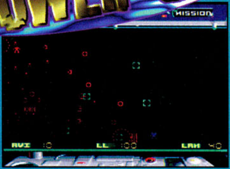
The battle is now being fought in your backyard, as the rival 394th Garrison intercepts genetic material bound for your unit's research centers. You're once again plagued by radar jamming, but at least the swamps help keep your mech running cool. Find the DNA samples and ensure your unit's supremacy!



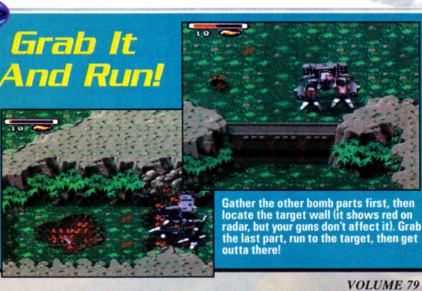
The lack of radar is a major pain, and the size of the maze-like battlefield only compounds your problems.

POWER-UP

Grab It And Run!



On Avon, there's one bomb component near your starting position. This component is closest to the target, so save it for last!



Gather the other bomb parts first, then locate the target wall (it shows red on radar, but your guns don't affect it). Grab the last part, run to the target, then get outta there!

WWF™ WRESTLEMANIA™ THE ARCADE GAME

LADIES AND GENTLEMEN, GET READY TO RUMBLE

WWF™
WRESTLEMANIA™
DOINK
62
YOKOZUNA

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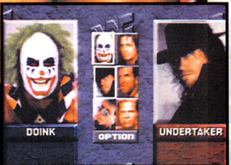
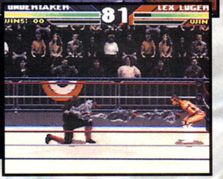
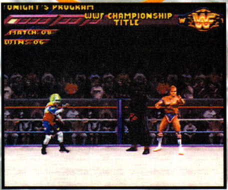
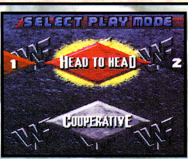
In bringing Midway's coin-op hit home, Acclaim managed to keep six of the arcade's original eight characters and their wild combo moves. You'll see Razor Ramon launch a rival into orbit and the Undertaker unleash his spooky ghost attacks. Now that's action you can't see at the local arena! Highlights of this 24-meg title include richly detailed characters and smooth animation. A roaring crowd and a bellowing announcer add to the WrestleMania!


DOINK
OPTION
UNDERTAKER

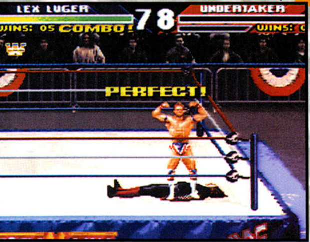

UNDERTAKER
WINS: 00
81
LEX LUGER

FUN FOR ONE OR TWO MANIACS



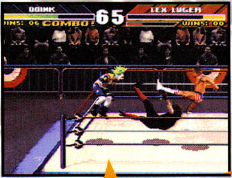


Take the Intercontinental Title by winning four one-on-one matches, followed by a series of one-on-two bouts before facing three wrestlers at once. To grab the World Wrestling Federation Title, you'll have to win a series of one-on-two and one-on-three matches. In two-player, head-to-head mode, your goal is to win the best of three rounds. In cooperative mode, square off against a series of supercharged wrestlers for the Tag Team Championship!



Defeat your opponent without losing any energy yourself to win a perfect rating. Pulling off this difficult feat is easier against lumbering rivals like the Undertaker.

ARENA OVERVIEW



ENERGY METER

Things look good as long as your meter is in the green, but when it slides to the yellow end of the scale, watch out! You're dangerously close to going down for the count.

RECOVERY BAR

No, we're not talking about a place where you can get a high-energy fruit drink. This bar appears when you have a severe energy crisis. Replenish it by pressing any button quickly.

COMBO MOVES ALERT

Successfully pull off certain moves and this message flashes on your screen. It gives you the green light to unleash eye-popping combo attacks! The Combo message will carry over between rounds of a bout.

ANNOUNCER

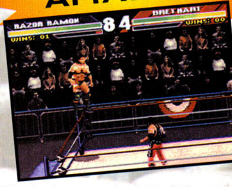
It wouldn't be a WWF match without colorful commentary from the guys with the microphones. "Here we go!" Get ready for a blow-by-blow account of the wrestlers in action.

Tournament-fighter fans will appreciate WrestleMania's clean message bars. There's nothing here to distract from the action down in the arena. Despite the fun factor, WrestleMania is as demanding as any tournament fighter, with lots of hidden moves and combos of 30 hits or more. When the Combo alert lights up, familiar moves will give you all-new results. There's only one way to figure them out, and that's to hit the mat and rumble!

FIGHT OR FLIGHT?

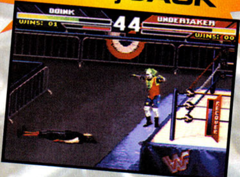
Sky-diving from the turnbuckles. Fighting outside the ring. What do you expect when there's no referee in sight? Both strategies are chancy, though. Fleet-footed rivals can quickly evade your bombs-away routine, while rumbling outside the ring risks disqualification.

ALTITUDE ATTACKS



Airmail serious damage by climbing the turnbuckles in the upper corners of the ring. Simply press Up and Left or Right, then launch your attack by pressing any move button.

HIT THE ROAD, JACK



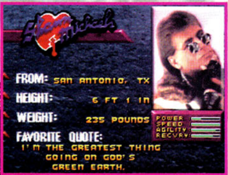
Pursue your rival outside the ropes, but beware: your Recovery Bar won't do you any good on the outside. Jump back into the ring before your Energy Meter runs down or you'll lose the round.

MORE MOVES

All wrestlers can temporarily take their rivals to the mat by pressing Away twice and Punch, while some can lift opponents by pressing Strong Punch and Strong Kick simultaneously.

Shawn Michaels™

Figuring that no picture is as good-looking as he is, Shawn has lined his house with mirrors. He's not totally vain, though. He cheerfully confesses that his biggest character flaw is excessive modesty. In the ring, Shawn likes to keep his gorgeous mug pristine. The fastest wrestler in the World Wrestling Federation, he attacks with an eye-popping array of trips, flips and kicks. Lacking the brute strength of some of his rivals, Shawn can't afford to stop fighting until the bell rings.



FROM: SAN ANTONIO, TX

HEIGHT: 6 FT 1 IN

WEIGHT: 235 POUNDS

POWER

SPEED

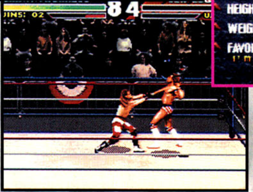
AGILITY

RECVRY

FAVORITE QUOTE:

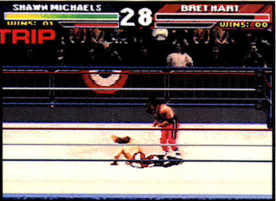
I'M THE GREATEST THING GOING ON GOD'S GREEN EARTH.

BASEBALL BAT



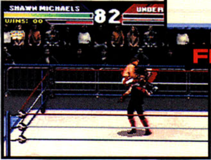
In his free time, Shawn likes to play a little hardball. When he steps into the ring, he keeps on playing it! When his opponent is standing a few feet away, press Strong Punch. Shawn will charge and try to whack him out of the park!

FRONT LEG TRIP



Press Toward your opponent twice, then Kick. Shawn will slide to the mat, lock his ankles around his rival's, and toss the poor blighter over his head. Wreak even more damage by charging the dazed rival and clobbering him with a Strong Kick.

FRANKENSTEINER



Press Toward Shawn's opponent twice, then Strong Kick. Shawn will jump on his opponent's shoulders, grab him in a viselike neck lock, and hurl him to the mat. Be careful, though. Tough opponents snap back quickly from this horrifying move.

OTHER MOVES

SUNSET FLIP

Rivals will see the moon and stars after this mean maneuver. Start running, then press Strong Punch when approaching your opponent. Although this move inflicts heavy damage, rivals rapidly recover from it.

SPEED KICK

Sock it to your opponent, soccer-style, by pressing Down, then rolling your thumb Toward him and pressing Kick. For a real roundhouse blow, finish with a Strong Kick. Thanks to Shawn's thunderous thighs, either move will wreak big-league damage.

can

bull

agil

run

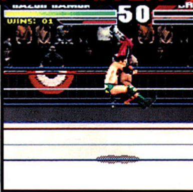
Tha

ang

work. Don't stop moving w

the painful piledriver or t

PILEDRIVER

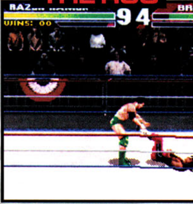


Turn your opponent upside-down by grabbing him in a head hold, then quickly pressing Down twice before finishing with a Strong Kick. Razor will wind up sitting on the mat, where he's vulnerable to wrestlers like Doink with a high Recovery rating.

RAZOR SWIPE

Humming "The Barber of Seville" softly to himself, Razor grabs his rival in a head hold, then presses Down or Up and Punch. Up administers an uppercut, while pressing Down brings the razor down.

SHAKE THE RUG

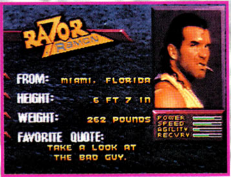


Press Toward Razor's opponent twice, then Kick. Razor will grab his rival by the ankles and shake all the dust loose, then whack him against the mat a couple of times just to be sure the guy is clean.

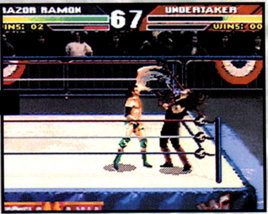
RAZOR RAMON™

The Miami macho man
practically bench-press the Orange Bowl. To
out, though, this bruiser had to sacrifice some
ty. Wily rivals try to get the jump on Razor by
ing circles around him. Watch out, though.
only makes him angrier, and when Razor gets
y, he pulls out his shaving gear and goes to
hen the Razor is in the ring, or else he'll launch
he stratospheric uppercut.

HART
WINS: 00



FROM: MIAMI, FLORIDA
HEIGHT: 6 FT 7 IN
WEIGHT: 262 POUNDS
FAVORITE QUOTE:
TAKE A LOOK AT
THE BAD GUY.



HART
WINS: 00

OTHER MOVES

RAZOR'S EDGE

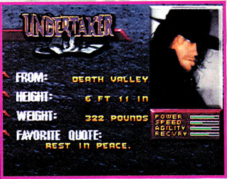
For that smooth, fresh-shaved feeling, first grab your rival in a head hold. Don't let him move or the poor fellow might get nicked! Then repeat the head-hold sequence. Hey, somebody get out the aftershave!

HIP TOSS

Press Away twice, then Punch. If you press Strong Punch, you'll bounce your opponent off the ropes without inflicting damage. However, he won't be able to defend himself or attack until his Recovery meter replenishes. Attack him quickly!

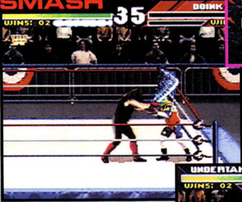
UNDERTAKER™

Rumor has it that the Undertaker wheels up to the arena in a customized hearse bigger than the Taj Mahal bearing the vanity plates "MBALM." Yikes! No one will ever confuse this 6-foot-11 behemoth with Speedy Gonzales, but when he plugs you, you're as good as planted! His spooky arsenal includes dragon and demon ghosts, which he hurls across the ring. On occasion he'll whip out a tombstone and slam a rival across the head. Avoid last rites from this guy by moving fast. Above all, avoid his deadly levitation move!



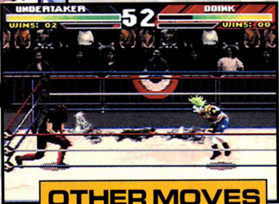
FROM: DEATH VALLEY
HEIGHT: 6 FT 11 IN
WEIGHT: 322 POUNDS
FAVORITE QUOTE:
REST IN PEACE.

TOMBSTONE SMASH



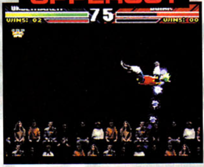
Whack your rival with a Rest in Peace marker by pressing Toward twice, then Strong Kick. The Undertaker executes this move slowly, proving once more that the dead aren't quick.

GHOST DRAGON



Press Down and roll your thumb Toward your rival, then press Kick. This move really stuns rivals. You'd be stunned, too, if you saw a dragon floating your way!

SUPER UPPERCUT



Quickly follow a head hold by pressing Down and Strong Punch, then get out your radar to follow your opponent's flight path! Some of the other wrestlers can execute this mighty move, too.

OTHER MOVES

LEVITATION

Press Down and roll your thumb Toward your rival, then press Punch. The Undertaker will float across the ring and throttle his rival. What does a 322-pound Undertaker do next? Whatever he wants!

NECK BENDER

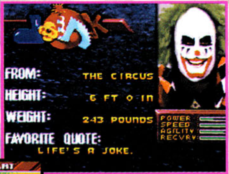
Press and hold Punch for three seconds while you walk up to your opponent, then release. The Undertaker nicknames this move "The Hangman." Gee, the guy has a one-track mind!

DROPKICK

Start running by pressing and releasing Punch and Kick simultaneously. When approaching your rival, press Kick or Strong Kick to administer grave injuries. As the Undertaker likes to say, this move will kill you!

DOINK™

Doink's second-grade teacher told him to stop clowning around. Obviously, he never followed this advice. Doink isn't the hardest hitter in the ring, but he moves fast and recovers quickly from takedowns. Opponents, beware of Doink's blindingly fast counterattacks! Doink deploys a bevy of wacky weapons, including a joy buzzer, huge hammer and big boot. The refs would like to shut down this circus but are reluctant to move against a certified crowd-pleaser.

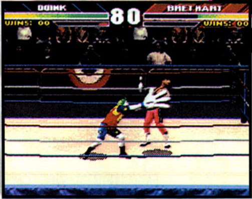


FROM: THE CIRCUS

HEIGHT: 6 FT 0 IN

WEIGHT: 243 POUNDS

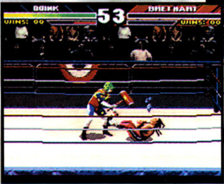
FAVORITE QUOTE: LIFE'S A JOKE.



EAR SLAP

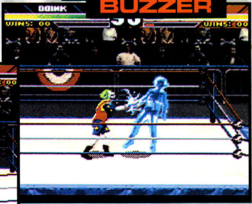
Ever the courteous clown, Doink loves to give his opponents a nice round of applause! Press Down, then roll your thumb Toward Doink's opponent and press Punch.

HAPPY HAMMER



Press Toward your opponent twice, then Strong Kick. Pound for pound, this is one of the nastiest weapons in Doink's pocket.

JOY BUZZER



When standing away from your opponent, press and hold Punch. Move in close to your opponent, then release. Too bad Doink doesn't have a whoopie cushion.

OTHER MOVES

FLYING DIVE

Press the Kick and Punch buttons simultaneously to start Doink jogging. When he comes in range of his opponent, release and press Punch or Strong Punch. This move looks more like a belly-flop than a dive, but it's effective.

HIP TOSS

Press Away twice, then Punch. Doink will grab his opponent with one hand and toss the loser over his head. Rivals recover quickly from this move, so get ready to rumble right away!

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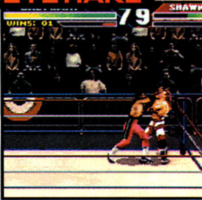
EYE RAKE



Bret picked up this move by watching old Three Stooges movies. Press Down, roll your thumb Toward your opponent and press Punch. Wrestlers, be warned: Don't lose sight of Bret!

FLYING CLOTHESLINE

Deplete your opponent's energy big-time by running Toward him, then pressing Punch or Strong Punch. If your timing is a little off, you'll execute an eye rake instead.

OTHER MOVES

ARM DRAG

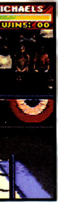
Press Away from your opponent twice, then Punch. This move packs a wallop! If you finish with a Strong Punch, you won't inflict any damage. Instead, your rival will start running.

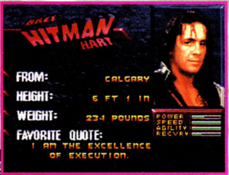
SUPER UPPERCUT

Maybe Bret's opponents should bring parachutes into the ring. He launches them to high altitudes with this move! Press Down twice, then press Punch or Strong Punch.

BRET "HIT MAN" HART™

ightest
ler of the six,
makes up for
small stature
an aggressive
oach that leaves bigger rivals trembling in their
tic shoes. His nasty attacks include the eye rake,
g uppercut and flying clothesline. Meanness
t won Bret many friends, but what does he
He has a closet full of trophies. This native of Calgary, Alberta, is wise to reckon that the best defense is a good offense. After taking a hit, he's particularly slow to recover.





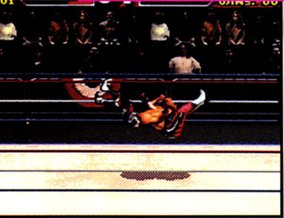
BRET HITMAN HART

FROM: CALGARY

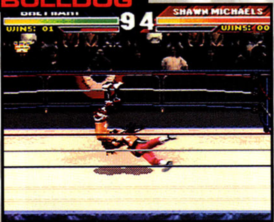
HEIGHT: 6 FT 1 IN

WEIGHT: 234 POUNDS

FAVORITE QUOTE:
I AM THE EXCELLENCE OF EXECUTION.



BULLDOG

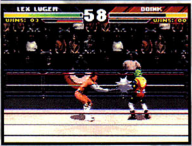


Grab Bret's rival in a head hold, then press Down twice before finishing with a Strong Kick. With every wrestler, you can execute a head hold by pushing Toward his opponent twice, then Strong Punch.

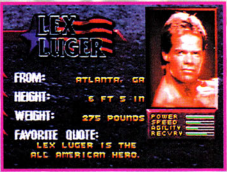
LEX LUGER™

Lex hails from Atlanta, but don't expect any Southern hospitality from him! Standing 6-foot-5 and tipping the scales at 275 pounds, Lex is one awesome physical specimen in his red, white and blue briefs. He loves to clean-and-jerk rivals over his head and then slam 'em to the mat, but he's not averse to rummaging in his toolbox for a giant mace, steel-hand punch or double ax-handle smash. Until metal detectors are installed outside the ring, rival wrestlers can expect no mercy from the Georgian giant!

GIANT MACE



Wait'll they get a load of the medieval weapon that the All-American hero is toting! Press Toward your opponent twice, then Strong Kick. This move is especially effective when Lex's opponent is approaching.



LEX LUGER

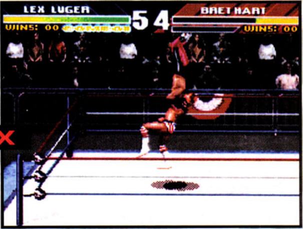
FROM: ATLANTA, GA

HEIGHT: 6 FT 5 IN

WEIGHT: 275 POUNDS

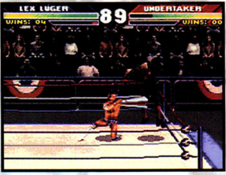
FAVORITE QUOTE:
LEX LUGER IS THE ALL AMERICAN HERO.

VERTICAL SUPLEX



Give your opponent a ferocious headache by grabbing him in a head hold, then pressing Toward twice before finishing with a Strong Punch. Pass the aspirin!

SLIDING ELBOW



It looks like Lex is trying to imitate the Man of Steel again. Press Toward your opponent twice, then Punch. Lex will slide in low and hit 'em where it hurts.

OTHER MOVES

HEAD BUTT

Press Punch or Strong Punch when standing next to your opponent. It's a good thing that Lex has a hard head!

WACKA-WACKA

When the Combo sign is on, grab your rival in a head hold, press Toward him twice, then finish with a Strong Kick. This tough move is good for an eight-hit

DOUBLE AX-HANDLE SMASH

Press Strong Punch when Lex is standing near his opponent. Lex will rush his opponent and whack him with a cast-iron fist. Ouch!

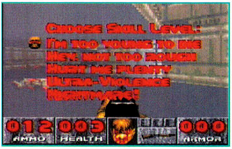
COUNSELORS' CORNER

DOOM

WHY DOES THE GAME END BEFORE EPISODE 2?

Ruben Estrada

If you play Doom on the easiest difficulty setting, "I'm too young to die", the game ends at the end of Episode 1. You can play further in the game if you change the difficulty setting to a more challenging level. If you only raise the difficulty level to "Hey, not too rough", you won't be able to reach Episode 3. If you want to explore more of this game, you must be willing to cover tougher terrain.

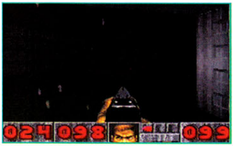

CHOOSE SKILL LEVEL:
I'M TOO YOUNG TO DIE
HEY, NOT TOO ROUGH
HURT ME PLENTY
ULTRA-VIOLENCE
NIGHTMARE!
012
003
000
AMMO
HEALTH
ARMOR

The "I'm too young to die" setting is great for beginners, but experienced players need to find greater challenges.

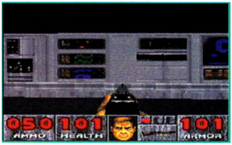
Explore the advanced episodes of Doom by raising the game's difficulty setting beyond the first two levels.

HOW DO I GET THE CHAIN SAW IN EPISODE 1?

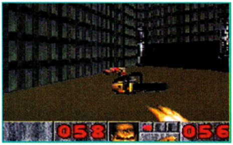
You can pick up the chain saw in one of the secret rooms in the Nuclear Plant, the second area in Episode 1. After getting the Red Key, open the Red Door. If you follow the right wall you can find a small room with toxic green water and a column in the center. Hit the switch on the column and return to the red door. Next to the red door a secret passage opens. Walk through the opening and go straight to the wall. Turn left and walk up to another wall. Turn right and you should see a room with a flashing light. Turn right again and follow the left wall to a Green Armor. Stand on the armor and face the left wall. If you press the A Button a passageway will open, giving you access to the chain saw.



Enter the Red Door and follow the right wall to a room with a column. Flip the switch here.


050
101
101
AMMO
HEALTH
ARMOR

Face the left wall next to the Green Armor and press the A Button.



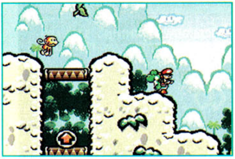
Follow the new secret passage to the chain saw. You don't need gas for this baby.

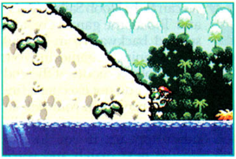
YOSHI'S ISLAND

HOW DO I GET THE SPRING BALL IN WORLD 3-1?

Jill Lillejord

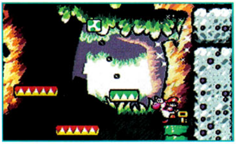
Dinosaurs and toddlers alike are stumped by the Spring Ball beneath the brown platform in World 3-1. You encounter this perplexing puzzle just past the Middle Ring in the stage. Trot down the muddy hill right of the ball and jump in the water. By holding Down and Left on the Control Pad, Yoshi dives underwater and beneath the hill. Now you can reach the Spring Ball and a new secret area!

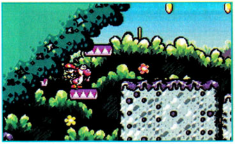

Bouncing off this Spring Ball opens up a secret room full of 1-up opportunities. The trick is finding a way to reach it.

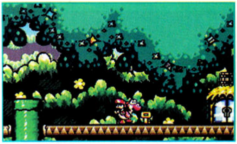

Hold Down and Left on the Control Pad to dive beneath the waves. Yoshi can swim through an underwater passage.

WHERE IS THE LOCKED DOOR IN WORLD 3-2?

Many players easily locate the key in World 3-2, but soon discover they can't find a door. The locked door is in a secret room. Work your way up from the 3-2 Middle Ring to four rotating purple platforms in the top-left corner. Stand on the platforms and jump off to the left behind the tree. Be sure to hold the jump button and press Up on the Control Pad. You won't be able to see Yoshi and Mario, but a hidden pipe takes you to a secret room and the locked door.

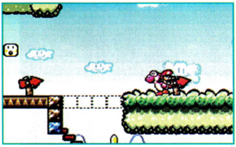

You found the key, but the real trick is finding a door. Go to the Middle Ring and jump up.

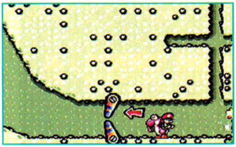

Stand on the platforms and jump to the left behind the tree. Jump and hold Up.

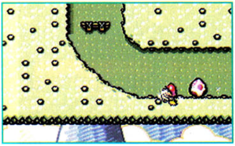

A concealed pipe leads you to a secret room and the hard-to-find locked door.

HOW DO I FILL IN THE BLOCKS IN WORLD 2-2?

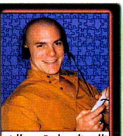
Scattered throughout World 2-3 are outlines of blocks, especially around the Mole Tank and in front of the Goal Ring. You can connect the dots and fill in these blocks by transforming into Super Baby Mario. Stand next to the pinball flippers left of the bouncing Super Star. Don't touch the Super Star—let it come to you. Waiting for the star gives you a head start and extra time to complete the level. As the star bounces by the Chomp Rock, directly below the locked door, touch it and turn into Super Baby Mario. Run left and up until you can sprint right. All the dotted blocks are now solid. If you keep running, you should be able to collect more Super Stars and finally reach the Goal Ring!


World 2-3 is full of outlined blocks. Filling in the dots requires Super Baby Mario power.


Stand next to these pinball flippers and let the Super Star Bounce up to you.

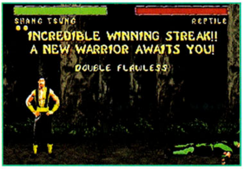

Run right as fast as you can to pick up more Super Stars and reach the Goal Ring!

MORTAL KOMBAT II


Allen Belardinelli

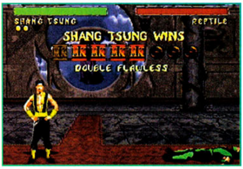
HOW DO I FIND NOOB SAIBOT?

You can fight Noob Saibot (Boon and Tobias, the game’s creators spelled backwards) in Mortal Kombat II by winning 50 games in a row. Select the two - player mode, at the end of the 50th round, do not execute a finishing move or even touch your defeated opponent. If you stand perfectly still, Noob Saibot appears. If you lose to Noob, win the next match and you'll automatically be lined up with a rematch.



INCREDIBLE WINNING STREAK!!
A NEW WARRIOR AWAITS YOU!
DOUBLE FLAWLESS

While you can't play as Noob Saibot in Mortal Kombat II, you can fight him.

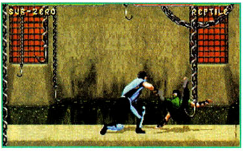


SHANG TSUNG WINS
DOUBLE FLAWLESS

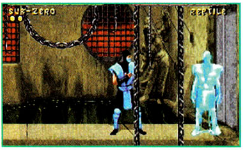
When you see the message "Finish Him" for the 50th time, don't move and Noob appears.

HOW DO I EXECUTE THE DEEP FREEZE PLUS?

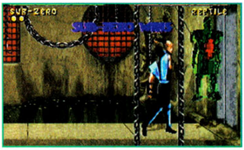
You can send your frozen opponent into the Dead Pool using Sub-Zero's deep freeze plus. While fighting as Sub-Zero in the Dead Pool Stage, press Forward twice, Down and execute a High Kick to freeze your foe. While your enemy is frozen, quickly press and hold the Block, Low Punch and Low Kick buttons at the same time. While holding down all three buttons, press and hold Down on the Control Pad and the High Punch Button. Sub-Zero executes an uppercut punch and sends your foe into the Dead Pool.



Sub-Zero's Deep Freeze Plus is a great method for putting your opponents on ice.



After freezing your foe, hold the Block, Low Punch and Low Kick buttons.

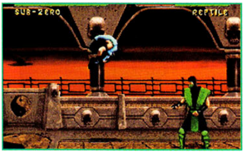


SUB-ZERO WINS

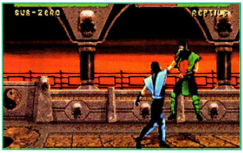
While holding down the buttons press Down on the Control Pad and High Punch.

HOW DO I DO THE KOMBAT TOMB UPPERCUT?

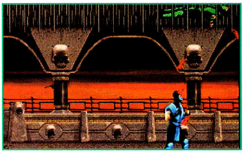
The Kombat Tomb Uppercut is the grail of Mortal Kombat II tricks and cool moves. This gory ending lets you see your defeated foe slip through the spikes in the Tomb stage. After executing the Kombat Tomb Fatality Uppercut, you must press and hold Down on both Control Pads. Timing is the most critical aspect of pulling off this trick. Each MK2 character possesses a special move for pulling off the Kombat Tomb move. For Shang Tsung's fatality, hold the Block button, then press Down, Down, Up and Down. For Sub-Zero's cool tomb move, press Down twice, Forward twice, and tap the Block button. Don't try this move on a full stomach.



The floor of the Kombat Tomb is packed with spikes. You can add a twisted trick to a fall.



The Kombat Tomb Uppercut makes your foe slip through spikes with piercing realism.



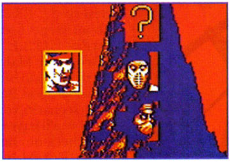
After executing the uppercut fatality, press and hold Down on both controllers.

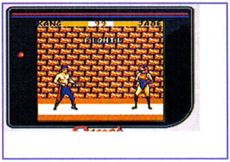
MORTAL KOMBAT II

HOW DO I FIND JADE?

Gary Ford

Jade is one of the cool hidden characters in Mortal Kombat II for the Game Boy. To find him, you must not only win on the stage directly before the question mark, but you can only use kick attacks to defeat your opponent. During the match you cannot block. If you meet this criteria, your next match will be against the mysterious Jade. Good luck!

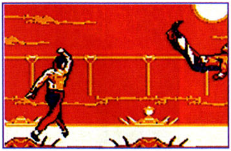

To find Jade, you must kick your way to victory in the stage just before the question mark.

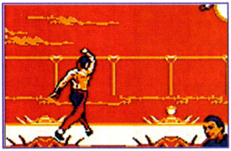


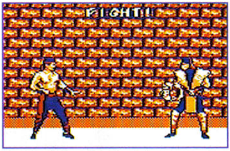
While kicking your opponent out of the stage, don't block. Then Jade will appear.

HOW DO I FIND SMOKE?

Where there's smoke, it's toasty. That's all you really need to remember to find and fight the hidden character Smoke. Go to the Bridge Stage and use the uppercut attack on your opponent until the programmer's face appears with the word "Toasty!". As soon as you see the programmer's face, hold Down on the Control Pad and press the Start button. If your timing is perfect, your warrior is teleported to Goro's Lair and you are greeted by the mysterious and elusive cybernetic ninja. Now if you can just avoid getting burned by Smoke!


You must get a Toasty before you find Smoke. Use uppercuts in the Kombat Tomb.


As soon as you see the programmer's ("Toasty!") face, hold Down and press Start.



If you timed everything just right, you warp to Goro's Lair. Smoke is waiting for you.

Q & A FAST FACTS

Write To:
Counselors' Corner
P.O. Box 97033
Redmond, WA 98073-9733

THE MASK

Q: Do I really need $50,000 to enter Stage Seven, The Coco Bongo Club?
A: No. It mentions this in the instruction manual, but you don't need it. Mail the money to us instead.

Q: Why won't my guns fire?
A: Either you don't have enough Morph Energy or you're standing too close to a wall.

CASTLEVANIA DRACULA X

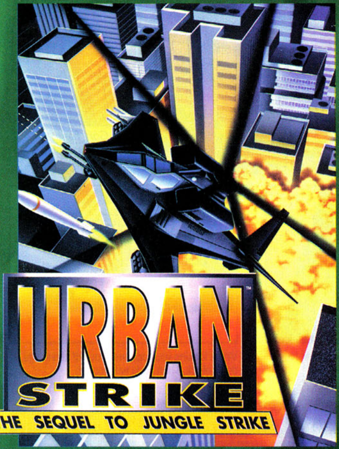
Q: Where do I use the key?
A: You use the key on the locked doors in Stage Four.

Q: Where do I find Annette, my girlfriend's sister?
A: You'll find your girlfriend's sister in Stage Four. Use the Key to unlock the first locked door.

DEFENDER/JOUST

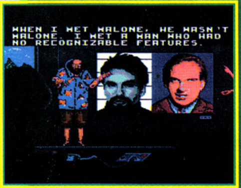
Q: How do I get out of Hyperspace in Defender?
A: Destroy all of the enemies (or yourself). Use a Smart Bomb if you have one.

Q: In Joust, how do I escape the grip of the lava hand?
A: Hold down the B Button if you have the rapid fly option on, or flap your wings like crazy and squawk loudly.


URBAN STRIKE
THE SEQUEL TO JUNGLE STRIKE

2001: A SINISTER ODYSSEY

The action hits home in TH·Q's smashing sequel to those two copter classics, Desert Strike and Jungle Strike. In the year 2001, a mysterious media mogul is training and equipping private armies throughout the United States. Having failed as a presidential candidate, H.R. Malone now plans to seize power by any means possible! You battle his evil forces through more than 90 missions in 10 high-powered scenarios.


WHEN I MET MALONE, HE WASN'T MALONE. I MET A MAN WHO HAD NO RECOGNIZABLE FEATURES.

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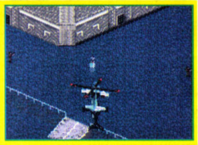
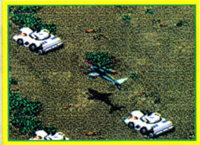
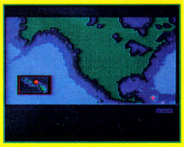
TAKIN' IT TO THE STREETS



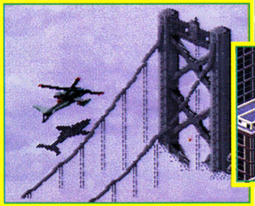
The action opens with you catching some rays on a Hawaii beach. Your well-deserved R&R is about to end, because Strike C.O.R.E. has discovered Malone's secret plans to build a super weapon. Before each scenario, you're briefed on Malone's schemes and what you'll have to do. At any time during combat, you can check out how you're doing by switching to your WATCHCOM Information Console. Besides reminding you of your missions, WATCHCOM provides a detailed map of the battle zone. You'll also get updates of the status of your armor and your fuel and ammo supplies. You'll need all the info you can get if you want to quash Malone's rebellion!

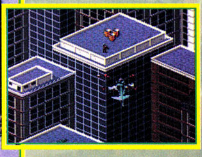


WISH YOU WERE HERE

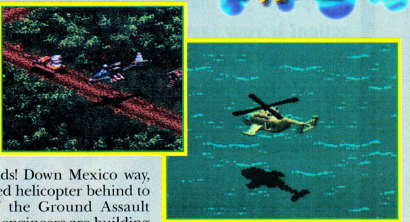


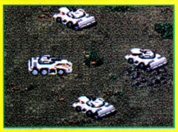
A terrorist with a sense of style, Malone has set up his private armies in such glamorous locales as Las Vegas and Manhattan. That makes your job tougher, because you'll have to waste the bad guys while avoiding skyscrapers and bridges. In San Francisco, be on guard for snipers lurking in the city's famous fog, while in New York, Malone's marauders like to shoot from penthouse roofs. Some of your missions will require you to rescue innocent taxpayers, which becomes a bit tricky when gunfire is raining down on you.





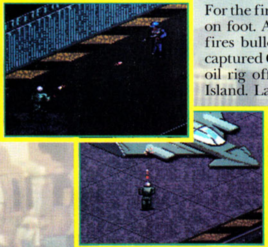
BY AIR AND BY LAND

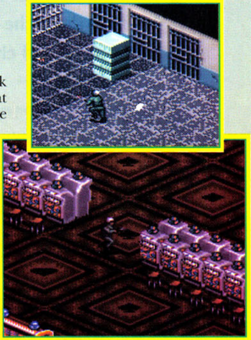




Your basic pal is the Mohican helicopter, although you'll get the opportunity to use a Blackhawke cargo helicopter to rescue some shipwrecked vacationers. Before each mission, you'll choose a co-pilot to fire your guns and operate the winch, which is used to pick up hostages, fuel and ammo. Choose carefully. Your life is in your co-pilot's hands! Down Mexico way, you'll leave your trusted helicopter behind to commandeer one of the Ground Assault Vehicles that Malone's engineers are building in an old auto factory.

TAKE A HIKE WITH YOUR TRUSTY ATTACK-PACK

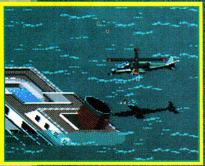


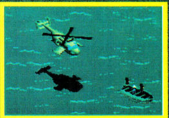


For the first time in a Strike game, you can attack on foot. Armed with an MR9 assault rifle that fires bullets and Hydra missiles, you'll rescue captured C.O.R.E. fighters held captive on an oil rig off Baja California and on Alcatraz Island. Later, you'll blast through Malone's Monolith Hotel and Casino on the Las Vegas strip. Move fast and get your sharpshooting skills down cold. Whether on land or in the air, resist the urge to waste anything in sight. More than just a simple shoot-'em-up, Urban Strike requires you to think strategically and conserve your resources.

POWER-UP

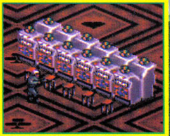
SLOW COPTER

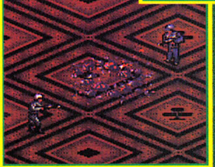




In Mexico, Urban Strike offers you a choice of a slow Blackhawke cargo helicopter for rescuing people drifting at sea. Stick with your smaller but faster and better-armed Mohican, though. It's a far better choice for dodging enemy fire.

HIT THE JACKPOT





Your luck will run out fast if you stroll through the casino. Those slot machines don't give any protection at all, so don't bother wasting your Hydra missiles taking them out. Just move fast, blasting the pit bosses as you go.

Are you rarin' for some fast-paced gambling action? Is your favorite Elvis song "Viva Las Vegas"? Then put your chips on Nintendo's new Super Game Boy title. Vegas Stakes delivers all the white-knuckle thrills of a trip to the Babylon in the Basin, without the bad buffet food and cheesy floor shows!

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VEGAS STAKES
TM

DEAL 'EM!

VEGAS STAKES
TM
Game Start
Continue
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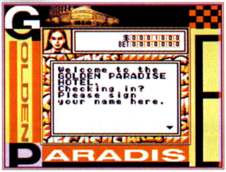
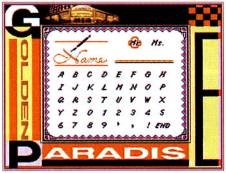
We'll be in Vegas soon.

GOLDEN PARADISE HOTEL & CASINO

The puzzle masters at HAL who brought you Shanghai and The Adventures of Lolo deliver another winner for Nintendo. Long-time game-players will spot similarities with Vegas Dream, the NES classic from 1990. This 4-meg fun pack features such casino classics as poker, craps, roulette, blackjack and the slot machines. The proceedings have been embellished with colorful Super Game Boy frames and musical scores for each of the four casinos you visit. Colorful strangers accost you at the gaming tables, and you have to decide whether to take a flyer on their offers. HAL has even spiced up the action with horse racing and boxing. Remember one big advantage that video games have over real life: the Reset Button!

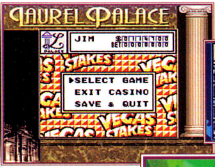

GOLDEN PARADISE
$00001000
BET00000000

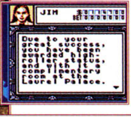
Welcome to the GOLDEN PARADISE HOTEL. Checking in? Please sign your name here.


GOLDEN PARADISE
Mr
Ms.
Name
A B C D E F G H
I J K L M N O P
Q R S T U V W X
Y Z 0 1 2 3 4 5
6 7 8 9 ' , ! END

Sign your name with a fountain pen when you check into the moderately priced Golden Paradise.

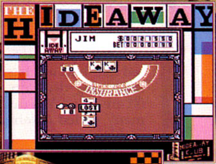
BEFORE PLAYING

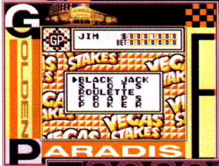


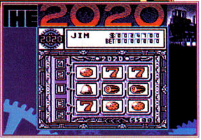


Due to your great success, you have been awarded high-roller status, and with it a complimentary room at the Laurel Palace.

Your status at the spiffy Laurel Palace casino, grants you the pleasure of losing money faster than anyone else in town.



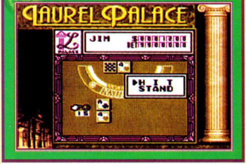




Four casinos are open for your gaming pleasure. You'll start off with a bankroll of $1,000 at the popular Golden Paradise, where the action starts at $50. At any time, you can move up to the spanking new 2020 or down to the seedy Hideaway. Pounding techno pop drives the fast and furious action at the 2020, where the wagering starts at $100. Hit a streak of bad luck, though, and you'll be welcomed to hard times, also known as the once-great Hideaway. With a minimum bet of $1, at least you can't lose money too fast. If you can rack up $100,000, you'll get a personal invitation to the prestigious Laurel Palace. Betting here starts at $1,000, and the sky's the limit.

BREAK THE BANK

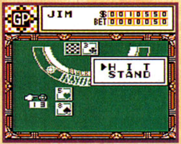
Once the snooty doorman at the Laurel Palace lets you in, make a beeline for the blackjack table and bet everything you have. If you lose, just hit Reset and you'll have your cash back. If you win, save your game, then bet everything again. In no time at all you'll have $10 million in your pocket.

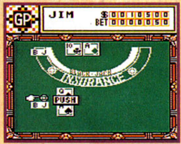


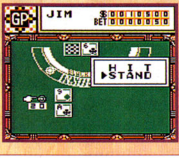
	THE HIDEAWAY	GOLDEN PARADISE	THE 2020	LAUREL PALACE
BLACK JACK	Feeling thrifty? Then head to the budget blackjack table at the Hideaway. Bets range from $1 to a whopping 50 smackers.	Your sojourn on the Strip will probably begin with this game, where bets range from $50 to $500.	Bet anywhere from $100 to $1,000 per hand in the priciest casino of the lower three.	With a minimum bet of $1,000 and no limit on the top bet, it's no surprise the dealer will call you "Sir" or "Ma'am."
SLOT MACHINES	The one-armed bandits at the Hideaway will only hit you up for $1, $5 or $25 wagers.	Bet $1, $5, $25 or $50. With money like that, it's no surprising the patrons at the Laurel call this place the Brass Paradise.	You have your choice of $25, $50, $100 or $500 machines. You can bet as much as five times the dollar-amount of the machine.	The Laurel's one-armed bandits will nick you for $50, $100, $500 or $1,000 per round.
ROULETTE	Follow the rolling ball to the tune of $1 to $50 per bet. That's chump change to the regulars in town.	Bets here range from $50 to $500. Just for kicks, annoy the operator by spilling your root beer on the spinning wheel.	Bet $100 to $1,000. You can make many bets on each spin of the wheel, choosing single numbers or various combinations.	Bets here start at $1,000 and don't stop. Hey! Was that James Bond at the next table, calling "Banco"?
CRAPS	Craps is hardly a dicey proposition when you can't put down a bet bigger than $50. The minimum bet is $1.	The croupier will scarcely conceal his smirk if you bet the $50 minimum. He'll grin if you offer the top bet of $500.	You can wager $100 to $1,000, but you can make multiple bets per throw or series of throws.	There's nothing crappy about a game where the fun starts at $1,000 and does not stop. Nerve-wracking, perhaps, but not crappy.
POKER	One portrait of George Washington will get you in this game. Bets range from $1 to an Alexander Hamilton, or $10.	The ante and minimum bet are both $50, while the maximum bet is $300. You aren't quite with the tuxedo crowd, but you're learning.	Get started by tossing $100 into the pot. The minimum bet is $100 and the maximum bet is $1,000.	With an ante of $1,000, a minimum bet of $1,000 and no limit on the maximum bet, you have to ask yourself: "Do I feel lucky?"

BLACKJACK

Each player gets two cards, then calls for more as desired. The object is to get as close as possible to 21 without going over. The jack, queen and king are worth 10 apiece, aces are worth one or 11 and numbered cards are worth their face value.


JIM
$00010550
BET00000050
▶HIT
STAND
INSURANCE
13


JIM
$00010500
BET00000050
BJ
INSURANCE
PUSH
BJ

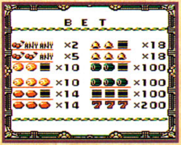

JIM
$00010500
BET00000050
HIT
▶STAND
20

THE INSIDE ANGLE

You can "double down," or double your bet, if you receive a nine, ten or ace worth 11. You can also double your bet if you're dealt two like cards. You then split the cards to start two different hands in the same deal. You can win or lose big in a split situation, but most likely you'll break even.

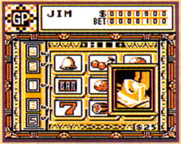
SLOT MACHINE

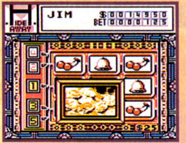
All the one-armed bandits in Vegas Stakes work similarly. At each casino, you choose from among four denominations. You can place as many as five bets per pull of the handle. If you place only one bet, only the middle row counts. If you place two bets, you'll leave the bottom row uncovered.



B E T

🍒 ANY ANY	×2	🔔 🔔 ▬	×18
🍒 🍒 ANY	×5	🔔 🔔 🔔	×18
🟠 🟠 ▬	×10	🍉 🍉 ▬	×100
🟠 🟠 🟠	×10	🍉 🍉 🍉	×100
⬮ ⬮ ▬	×14	▬ ▬ ▬	×100
⬮ ⬮ ⬮	×14	7 7 7	×200


JIM
$00000900
BET00000100
BAR
7
$25

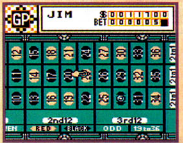

SIDE AWAY
JIM
$00014550
BET00000125
$25

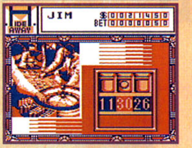
THE INSIDE ANGLE

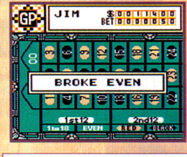
Playing the slots is the same as playing with Lady Luck. Although no skill is involved, you can reduce your risk slightly by betting the maximum on each pull of the lever. If you do that and the top or bottom rows hit a winning combination, your payoff will be doubled. You can't place a double bet on the middle row, though.

ROULETTE

Roulette is one of the oldest and most popular casino games. The wheel has 38 numbered slots. Half of numbers 1 through 36 are red and half are black. The remaining two slots, 0 and 00, are green. You can bet on many varied combinations in this game.


JIM
$00011100
BET0000005
2nd12
3rd12
RED
BLACK
ODD
19to36
2to1


SIDE AWAY
JIM
$00021450
BET00000050
11 30 26


JIM
$00011400
BET00000050
BROKE EVEN
00
1st12
2nd12
1to18
EVEN
RED
BLACK

THE INSIDE ANGLE

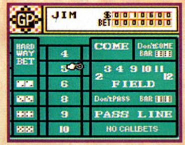
Your trips to the roulette wheel should be for fun, not profit. That's because in the long run, the odds slightly favor the house. For example, betting and winning "straight up," or on a single number, only pays off at 35-1 odds. If the game were totally fair, it would pay off at 37-1 odds.

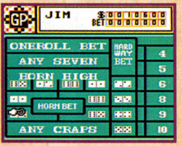
HEY, SPORT!

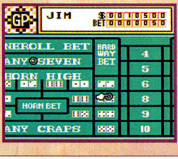
You can bet a maximum of $20,000 on boxing matches or horse races. Cheer your pick on TV in the casino lounge. The staff will cheerfully serve you a complimentary soda pop, although only the Golden Laurel offers double maraschino cherries.

CRAPS

Follow the tumbling dice in one of the fastest, most exciting games on the Strip. You can jump in and bet at any time. The first roll is called the "come-out" and establishes the "point." "Craps" refers to rolls of 2, 3 or 12.


JIM
$00010600
BET00000000
HARD WAY BET
4
5
6
8
9
10
COME
Don'tCOME BAR
3 4 9 10 11
2 12
FIELD
Don'tPASS BAR
PASS LINE
NO CALLBETS


JIM
$00010600
BET00000000
ONEROLL BET
ANY SEVEN
HORN HIGH
HORN BET
ANY CRAPS
HARD WAY BET
4
5
6
8
9
10

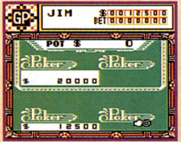

JIM
$00010500
BET00000050
NEROLL BET
ANY SEVEN
HORN HIGH
HORN BET
ANY CRAPS
HARD WAY BET
4
5
6
8
9
10

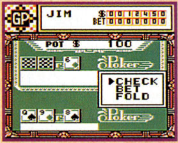
THE INSIDE ANGLE

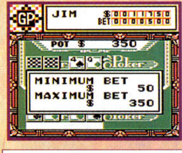
There are 36 possible combinations when rolling two dice. The most likely outcome is a 7, which has a one in six chance of making an appearance. If you bet on 2 or 12, though, the odds run 35-1 against you. To guarantee themselves a profit, casinos have carefully calculated the odds and commissions that winners must pay.

POKER

Seven-card stud is the only card game you can play at the four casinos open for business. Each player gets two cards down and one up. The holder of the highest card opens the betting. Three more cards are dealt face up before the last card is dealt down. Bets are placed after each deal. You can fold, or give up, after each deal.


JIM
$00012500
BET00000000
POT $ 0
Poker
Poker
$ 20000
Poker
Poker
$ 12500


JIM
$00012450
BET00000000
POT $ 100
Poker
▶CHECK
BET
FOLD
Poker

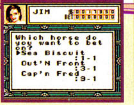

JIM
$00011750
BET00000500
POT $ 350
Poker

MINIMUM BET $ 50
MAXIMUM BET $ 350

THE INSIDE ANGLE

When playing at the Hideaway, bet the maximum and the dealer will often fold before the final deal. Savvier dealers at the Golden Paradise and 2020 will often call your bluff, though. It's surprisingly easy to break the bank at the Laurel Palace, provided you have a cool half-million. Just bet that amount and win.

Boxing matches pay even odds. Because you don't pay the commission, they're a better bet than slots, roulette or craps.


JIM
$00017950
BET00000000

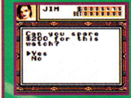
Which horse do you want to bet on?
▶Sea Biscuit :1-1
Out'N Front :3-1
Cap'n Fred :9-1

You have no information on the horses besides their name and the odds. If you feel lucky, bet on the longshot.

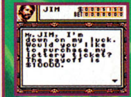
PSST, BUDDY!!

A weird assortment of con artists, starry-eyed risk-takers and eerily nice folks who just want to give you their money roam the Vegas night. If you decide to strike a deal, stay by your gaming table until they return.

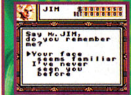
TAKE THESE RISKS!


JIM
$00005475
BET00000000

Can you spare $200 for this watch?
▶Yes
No


JIM
$00005150
BET00000000

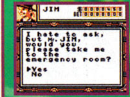
Mr.JIM, I'm down on my luck. Would you like to purchase my lottery ticket? The payoff is $10000.


JIM
$00000550
BET00000000

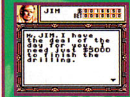
Say Mr.JIM, do you remember me?
▶Your face seems familiar
I've never seen you before

Take all offers to buy a lottery ticket at a discount. These frequently pay off big! If someone asks if you remember them, say yes even if you don't. And watch out for the low-roller selling a watch at a discount. It's worth big bucks!

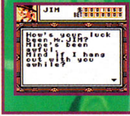
FOOL'S GOLD


JIM
$00000450
BET00000000

I hate to ask, but Mr.JIM, would you please take me to the emergency room?
▶Yes
No


JIM
$00016650
BET00000000

Mr.JIM.I have the deal of the day for you. I need just $5000 to finish the drilling.

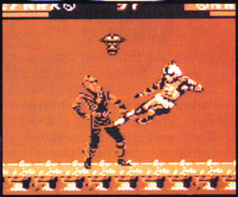

JIM
$00001650
BET00000000

How's your luck been Mr.JIM? Mine's been awful. Mind if I hang out with you awhile?

Don't invest in "genuine" diamonds. The swanky crowd at the Laurel Palace will laugh at you for wearing that overpriced hunk of cubic zirconium. And the guy who wants to go to the hospital? Well, he'll pick half your hard-won dough from your pocket!

THE ARCADE SMASH IS NOW PORTABLE!

You've played it in the arcades, you've played it on your Super NES, and now you can play Mortal Kombat 3 everywhere you go! That's because Williams Entertainment's Mortal Kombat 3, one of the hottest street fighting games of the year, is on its way for your Game Boy. The tiny Pak is stuffed with cool Kombat Kodes, fatalities, special character moves and even the babalities! Although Mortal Kombat 3 received a Mature rating from the IDSA ratings board, the game is no more violent than previous Mortal Kombat games. Even so, it's not for the squeamish!

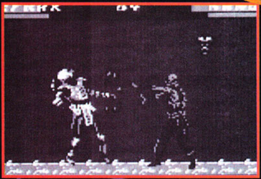


TM

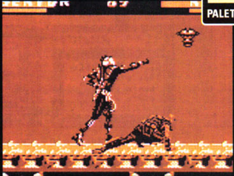
MORTAL KOMBAT 3 ©1995
MIDWAY MANUFACTURING
ALL RIGHTS RESERVED

MATURE
M
AGES 17+

SUPER GAME BOY
PALETTE 1-B



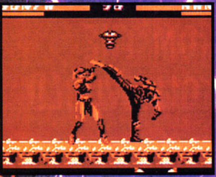
If you can't get enough of Mortal Kombat 3 at the arcades or on your Super NES, Mortal Kombat 3 for Game Boy is definitely for you. This game was made for the street fighting enthusiast.



WILLIAMS' SECRET INGREDIENTS FOR SUCCESS

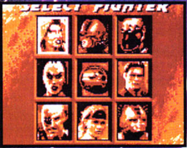
Developing this game on Game Boy was no easy task. MK 3 has a major following among discriminating game enthusiasts, especially in the arcade crowd. But hold on to your quarters — all the popular elements of this smash hit are included on Game Boy. Players get Killer Kontestants, an arsenal of Kombat Kodes and three towering levels of challenge. If you picked up a few Kombat Kodes at the arcade or on your Super NES, try them out on your Game Boy. Some of the best ones work! While not all of the Super NES MK 3 characters are in the Game Boy version, the ones included possess their trademark moves. Turn the page and check out the specific moves for your favorite Kombatant!

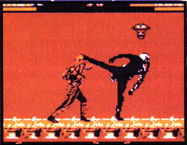
MORTAL 3 KOMBAT
SHEEVA
KANO



THE DIVINE NINE

Choose one of the nine contestants and fight for the right to confront Shao Kahn. MK 3 includes Sindel, Sektor, Kabal, Sheeva, Sub-Zero, Kano, Sonya, Cyrax and Smoke! These masters of mayhem all have their trademark moves. Use them as you Confront your favorite foe in four different arenas. Just like in the arcade, you can upper-cut your opponent through the subway ceiling and up onto the city streets!

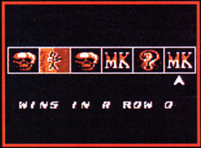


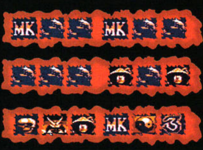


Choose your champion! Normal play allows you to pick one of eight different Mortal Kombat 3 fighters, but if you use a code, you can burn up the competition by adding Smoke to your arsenal.

KOMBAT KODES

Change the rules or don't play by them at all. Kombat Kodes take your game to a totally different level of play. The cool codes are given to you randomly when you lose a match. Write them down. Input the symbols prior to starting a new game and get ready to fight like you've never fought before. If you can't wait for a random code, copy down the Kombat Kodes below and get on the path to victory!





CHOOSE YOUR DESTINY

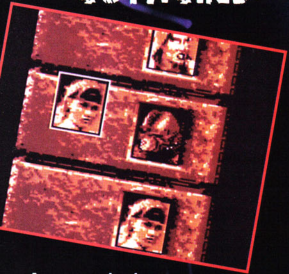
Pick your level of difficulty before you ascend to legendary fame and fortune. MK 3 gives you the level you need with three unique challenge towers. The Novice tower has five floors of gut wrenching carnage, while the Master tower packs a total of nine fights. No matter which path you pick, you have three lives before you're knocked off.

CREDITS 9
NOVICE

SEKTOR WINS

It's a long climb to the top, but if you make all the right moves, you'll eventually find yourself standing on top of a challenge tower, pitted against the mighty Shao Kahn.

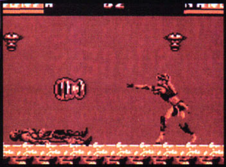
INVASION FROM THE OUTWORLD



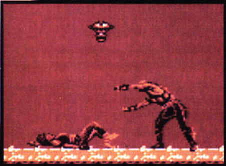
Anyone who has stepped into the MK 3 arena knows the slogan "There is No Knowledge That is Not Power." Knowing your strengths and weaknesses, as well as those of your foe's, puts you way ahead in the game. The third Mortal Kombat tournament is packed with classic confrontations and bitter rivalries. All Kontest Kombatants enter the fray complete with lethal attacks and clouded pasts. The only way to discover their secrets is to play as or against them for many hours. Of course, Nintendo Power has managed to spy on a few rounds of Kombat to steal a few moves. Try out these special moves the next time you're invaded by the Outworld forces. The knowledge is in Power...your issue of Nintendo Power!

SONYA VS. KANO

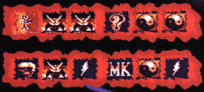
Special Forces Agent Sonya Blade has hunted the renegade thief Kano throughout all the Mortal Kombat games. After cornering the elusive rogue in the ruins of the street stage, Sonya is ready to collect her bounty. Kano won't be captured without a fight, even if it is a battle to the end. Learn about some cool moves as these bitter rivals settle their scores!

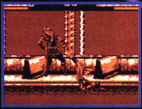


Unload a ring attack by tapping Down, Down/Forward, Forward and hitting the Punch Button.

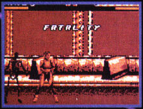


Kano automatically throws his victims when you move in close and press the Punch Button.

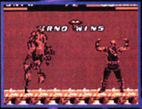




Sonya executes her Bicycle Kick when you tap Back, Back, Back/Down, Down and press the Kick Button.

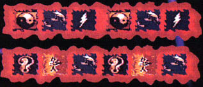


Hold the Block Button and press Up, Up, Back and Down to finish your foe with Sonya's kiss of death.

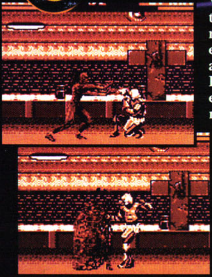


To activate Kano's Laser Eye Fatality, press the Punch Button once, Block twice and finish with a kick.

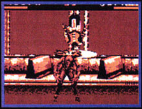
SHEEVA VS. CYRAX



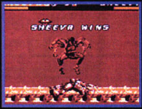
While scouring the smoldering ruins of a deserted city, Sheeva, personal bodyguard for Shao Kahn's bride, Sindel, encounters the cyber-ninja, Cyrax, concealed in the shadows of some rubble. The cyber-ninja poses a threat to Queen Sindel's safety and must be eliminated. This match looks like a classic confrontation between brute Shokan strength and high tech processing speed.



There's no fish story here. Trap your prey in Cyrax's net by tapping Back twice on the Control Pad and executing a Kick.



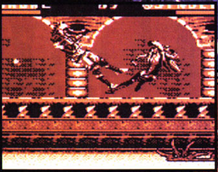
Cyrax finishes the fight in explosive style if you press Down, Down, Up, Down and tap the Punch Button.



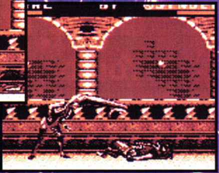
Stomp out slime! Execute Sheeva's stomp attack by pressing Down then Up on the Control Pad.

KABAL VS. SINDEL

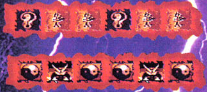
While Sheeva and Cyrax battle it out, Queen Sindel encounters danger in another form. Seeking food and vengeance, the nomadic warrior Kabal sees Sindel and sneaks in for a surprise attack. Unfortunately the surprise is on Kabal—Sindel is waiting for him! After sleeping for 10,000 years, Sindel is determined not to rest on anyone's terms but her own. Prepare for Kombat Karnage!

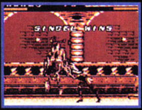


Ouch! Kabal corners Sindel with the Ground Blade attack. Quickly press Back twice on the Control Pad and execute a Kick.

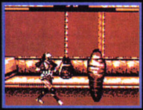


It's a hair toss! Add a stunning Scream Grab attack by pressing Forward three times and tapping the Punch Button.

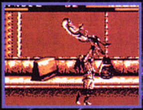




Finish your opponent by pressing the following series of buttons: Punch, Punch, Block, Punch, Block.



Spin your opponent like a little toy top by pressing Back then Forward and tapping your Kick button.



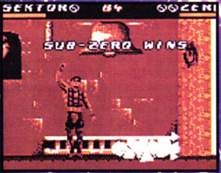
Toss Sindel around and then give her a shot from your eye! Tap Back, Back and execute a Punch.

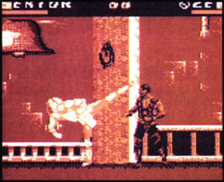
……

SEKTOR VS. SUB-ZERO

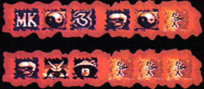
MORTAL KOMBAT
SEKTOR
SUB-ZERO

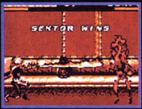
A cybernetic assassin, Sektor is programmed to seek out and destroy Sub-Zero. While Sub-Zero and Sektor once belonged to the same ninja order, a question of honor now pits the warriors against one another. Sektor's coding contains the secrets Sub-Zero is looking for, but it's going to be tough to break open the cyber-ninja's high tech armor.



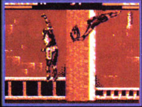


Now Sektor's one cool Kombatant! Sub-Zero freezes his foes when you tap Down, Down/Forward, Forward and hit the Punch Button.



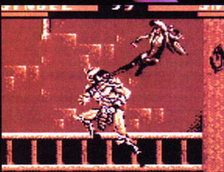


Light up your foe's life by tapping Forward three times, Back once, and pressing the Block Button.



Teleport out of trouble and back in with an uppercut by pressing Forward twice and executing a Kick.

SHAO KAHN



If you're the best, you'll rise to the top and fight Emperor Shao Kahn. Look in upcoming issues for a special code to play as Kahn!

PLAYER'S POLL CONTEST

ROLLER COASTER

You can't ride the rails in Kremland...
...but you can drop and roll at Six Flags Magic Mountain!

DONKEY KONG COUNTRY 2
DIDDY'S KONG QUEST
Only For Nintendo
SUPER NINTENDO ENTERTAINMENT SYSTEM
KIDS TO ADULTS
K-A
AGES 6+

Grand Prize

Win a trip for four to

Six Flags Magic Mountain Theme Park

A Time Warner Entertainment Company

Barrel through Batman™ The Ride!

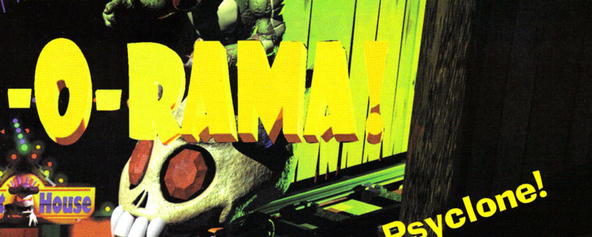
Conquer the Colossus!

- Go to the head of the line! Go on a private roller coaster tour and get the V.I.P. treatment!
- Get your video thrills! Win Donkey Kong Country 2 for your Super NES

Vanquish the Viper!

© 1995 Six Flags Theme Parks Inc.
Batman: The Ride™ and ©DC Comics,

-O-RAMA!



Silence the Psyclone!

Second Prize

10 Winners

Diddy Hats

Diddy and Dixie collectibles

Donkey Kong Country 2 for your Super NES

DONKEY KONG
COUNTRY 2
DIDDY'S KONG QUEST
Only For Nintendo
KA
SUPER NINTENDO
ENTERTAINMENT SYSTEM

Third Prize

50 Winners

Nintendo Power T-shirts

Scream yourself silly in style!

OFFICIAL CONTEST RULES

To enter, either fill out the Player's Poll response card or print your name, address, telephone number, Vol. 79, and the answer to the trivia question on a plain 3 1/2" x 5" card. Mail your entry to this address:

NINTENDO POWER
PLAYER'S POLL VOL. 79
P.O. BOX 97062
Redmond, WA 98073-9762

One entry per person, please. All entries must be postmarked no later than January 2, 1996. We are not responsible for lost or misdirected mail.

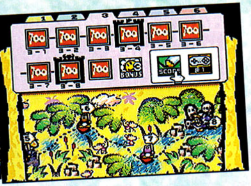
On or about January 15, 1996, winners will be randomly drawn from among all eligible entries. By accepting their prizes, winners consent to the use of their names, photographs, or other likenesses for the purpose of advertisements or promotions on behalf of "Nintendo Power" magazine or Nintendo of America Inc. (NOA) without further compensation. Prizes are limited to one per household. Chances of winning are determined by the total number of entries received. The ratio of prizes to entry cards distributed is 61:1,000,000. No substitution of prizes is permitted. All prizes will be awarded. To receive a list of winners, which will be available after January 31, 1996, send your request to the address above.

GRAND PRIZE: The Grand Prize Winner will win a trip for four to Six Flags Magic Mountain. Included in the prize are round-trip airfare, hotel accommodations, Six Flags Magic Mountain passes for four, and a two-hour V.I.P. tour. The winner must provide a written release to NOA. Estimated total value of all prizes is $5,000. Exact date of the trip is subject to determination by NOA. Some restrictions apply. Valid only in the U.S. and Canada. Void where prohibited by law. Not open to employees of NOA, its affiliates, agencies or their immediate families. This contest is subject to all federal, state and local laws and regulations.

The Power Players'

AREN

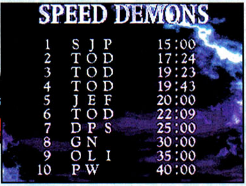
POWER CHALLENGE YOSHI'S ISLAND



Can you score a 100% in all the levels in World 3? Cruising through the first seven levels won't be a problem, but escaping unscathed from Naval Piranha might require a few tries. To qualify, you must finish the bonus stage. Take a picture of your file screen scores for World 3 and send it in to the Arena. The first twenty entries with a 100% score pick up four Power Stamps!

POWER CHALLENGE KILLER INSTINCT

017500 GLACIUS
80
FULGORE 00000
SUPER
4 HITS



SPEED DEMONS

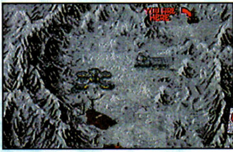
1	S J P	15:00
2	T O D	17:24
3	T O D	19:23
4	T O D	19:43
5	J E F	20:00
6	T O D	22:09
7	D P S	25:00
8	G N	30:00
9	O L I	35:00
10	P W	40:00

Last month's Arena asked you for your top combo scores, but now we want to know how fast you can knock your opponent out of a match. Send in a picture of the Speed Demon screen with your best times in the game. For best results, play against yourself in two-player mode. The top ten Speed Demons pick up four Power Stamps!

After nailing a killer time, wait for the demo screen to scroll through all of the scores and take a snapshot of the Speed Demons screen.

POWER CHALLENGE DOOM

Attention! Listen up, jar heads! You wimps had an easy walk in the park in last month's challenge, so don't start whining about shore leave! You're being transferred back down to the planet for another mission. You're landing in Episode 2 on the "Shores of Hell." You must complete the first stage, the Deimos Anomaly, with the lowest time and nail a 100% in Kills, Items, and Secrets. The ten best times will receive ten Power Stamps!



030
AMMO
043
HEALTH
088
ARMOR

Your mission, should you decide to accept it, is to wipe out everything in the Deimos Anomaly in Episode 2 as quickly as possible.

ENTER THE ARENA!

Be sure to include your name, address and Member Number on the back of your photo when you send in your entry for one of our Challenges. All entries to the Challenges printed in this issue must be received no later than January 15, 1996, to qualify for the Power Stamp prizes. The players who best complete a Challenge receive four Super Power Stamps for use towards the purchase of Super Power Supplies. Nintendo Power Staff determines the selection of printed scores. Address your entries to:

POWER PLAYERS' ARENA
P.O. BOX 97033 REDMOND, WA 98073-9733

DONKEY KONG LAND
Highest Percentage

Name	Location	Score
JAMES ALM	SANTA FE, NM	97%

BUST-A-MOVE
Best Score in Challenge Mode

Name	Location	Score
WING YAU	LONG ISLAND CITY, NY	147,420
MICHAEL KATZOURIN	FAIR LAWN, NJ	12,640
MICHAEL LIPINSKI	FERGUSON, MO	6,460
JUSTIN SEEGMILLER	PHEONIX, AZ	3,350

Can anyone get a hundred percent in Donkey Kong Land? The first TEN readers to nail 100% scores pick up four Power Stamps! Grab your Game Boy and go bananas!

THIS MONTH'S WINNERS FOR:

SAY WHAT?!

A picture might be worth a thousand words, but make sure you include a few of your own when submitting an Arena accomplishment or Player Challenge. Some players forget to include the important stuff like their name, address or the nature of their Player Challenge (or other things, like what kind of side dish they prefer with their Super NES Controller). Include the vital information so you can get credit where it's due!

MORE GENJI GLADIATORS

FINAL FANTASY III

HOW MANY GENJI GLOVES CAN YOU COLLECT?

Yeah, yeah, we did this challenge last month, but we received so many entries that we had to print them in two issues! Congratulations to everyone!

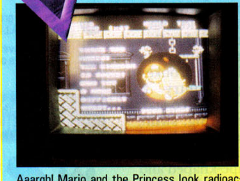
Name	Location	Score
JOHN PRICE	HOUMA, LA	99
DAVE BISSON	HOLT, MI	99
BRIAN LANGER	SAUGUS, CA	81
JAMES CAIN	KENOSHA, WI	51
MICHAEL MODJESKA	MILWAUKEE, WI	30
NICK CONFALONE	WILMINGTON, DE	10
DANNY FRANCIS	NAMPA, ID	8
KORY KLINGER	MARIETTA, GA	4
BRIAN RAINEY	MARIETTA, GA	4
LANCE BROWN	NEW CASTLE, PA	3
JASON SCHEINER	LEVITTOWN, NY	3

LOONEY TUNES B-BALL

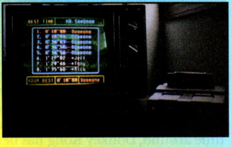
Highest Point Total

Name	Location	Score
KEVIN HOGAN	ST. PETERS, MO	1,119
GENE PUIG	BAYSHORE, NY	1,006
EMILY NICHOLAS	SUNLAND, CA	721

WHAT A SHOT!



Aaargh! Mario and the Princess look radioactive! Take a few pictures at various levels of brightness and pick your best shot.



Chris Flemmer, (a.k.a.) "Someone," of Lodi, CA sent in this crystal clear photo.

Before you can enter one of the challenges, you must first capture your score on film. As many of you know, this can be tricky. If you are taking a photo of a Super NES, first move your system near your television so you can get a photo of both the system and high score at the same time. Dim the lights in the room a little bit, then take a few photos without a flash. When you are taking a photo of a Game Boy, place it on a flat surface and take the photo using natural light (NO FLASH!). If you are using a game enhancement device to get your entry score, get a life, quit cheating, and try again without one.

Nintendo® NOW PLAYING

Your Power Guide To The Latest Releases

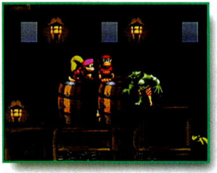
DECEMBER 1995

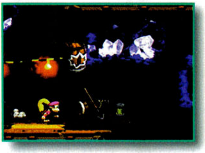
DONKEY KONG COUNTRY 2: DIDDY'S KONG QUEST

Super NES

Company ....Nintendo
Release Date ....December 1995
Memory Size ....32 Megabits

The biggest hit of all time can't hold a banana to its sequel. DKC2 does it all.





Nintendo and Rare have conspired once again to stun the gaming world with a 16-bit game that flattens the 32-bit competition. In Donkey Kong Country 2, Diddy and co-star, Dixie, swing, swim, hop, stomp, roll and whirl through more than one hundred areas. This time around, Donkey Kong has been ape-knaped and it's up to Diddy and Dixie to follow the trail of bananas through K. Rool's island stronghold and rescue the big ape. All of the game is new, but you'll find some familiar fun in the action with helpful animal pals, blasting barrels and loads of bonus areas. It's more challenging than the original game, too, due to more puzzle tasks and better Artificial Intelligence. In particular, the stage-end guardian characters seem to learn and they change their patterns of attack, making it difficult to predict what will happen next. As for graphics, whoa! Rare simply gets better and better. More special effects, better animation, new characters both pals and Kremlings. If you were one of the millions of DKC fans last year, it's time to jump back on the banana wagon, because this year's monkey business is the best platform game yet.

+ Awesome graphics, game play and sound. New characters. Improved A.I. More than 100 areas.

− Doesn't have Donkey Kong until the end. Quite a bit more challenging than the original, so don't expect a free ride.

FRANK THOMAS BIG HURT BASEBALL

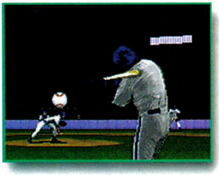
Super NES

1-5 PLAYERS

Company ....Acclaim
Release Date ....December 1995
Memory Size ....24 Megabits

A new slugger steps up to the plate and sends a long ball into the upper deck.

Frank Thomas helped Acclaim in the motion capture studio for the creation of the animation for Big Hurt and his signature power swing looks great. That's not all that looks great. The batting perspective from the catcher's viewpoint is very dramatic and the animation of fielding also looks pretty smooth. In addition to the Big Hurt himself, the game also packs in the rest of the stars of the MLBPA and includes rosters that were updated after the trading dead-line last summer. As a result, you'll find players such as David Cone in New York and Andy Benes in Seattle. A solid pitching engine gives Big Hurt Baseball an extra dimension, but there are limitations. Sports Scene looks at the good and the bad in this month's Power.



+ Good graphics. MLBPA license. Good play and setup options.

– Unrealistically fast base running. No variety in pitchers and types of pitches.

KAWASAKI SUPER BIKE CHALLENGE

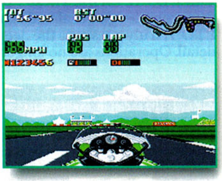
Super NES

PASS WORD

Company ....Time Warner Interactive
Release Date ....November 1995
Memory Size ....8 Megabits

Two-wheeled racing returns to the Super NES from Time Warner.

Kawasaki lends its name and logo to another motorcycle tournament racing game, but this time you won't get wet. Time Warner and Domark put this game together with an eye toward economy in size and graphics. Although the graphics look simple and don't convey a sense of speed, the tracks do have ups and downs which can add to the challenge. KSB Challenge includes 15 international courses including the notorious Suzuka endurance race. The two-player, horizontally split screen adds a bit more excitement. Video motorcycle racing can put you on the edge of your seat when it's done right, as was done in GP-1, but Kawasaki Super Bike Challenge misses the adrenaline zone by a wide margin. On the other hand, this eight megabit game may not cost as much as today's larger 16 and 24 megabit games, which are now the standard memory size.



+ Nice lean/drift control using Right and Left Buttons. Possibly a good price. Passwords to save your progress in the game.

– Poor graphics and sound. No sense of speed.

MECHWARRIOR 3050

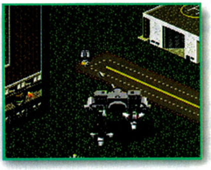
Super NES

PASS WORD

Company ....Activision
Release Date ....November 1995
Memory Size ....12 Megabits

Command powerful mech units in FASA's high-tech, lethal future.

Battletech role-playing and computer games have created an entire genre of science-fiction. In these worlds, soldiers go to battle in the cockpits of huge, walking battle tanks. With heavy armor and awesome weapons, the mechs duke it out, while puny mortals stand by helpless. Activision's MechWarrior 3050 reproduces the FASA concept in a three-quarter view Super NES game in which you control a mech in various off-world missions. The tactics begin from the moment you choose your weapon settings to the final crunch as you step on the last enemy truck. The two-player mode allows for cooperative action with one player guiding the mech and the other aiming the upper turret unit and unleashing the rain of destruction. Like the Strike series of attack helicopter games from EA, this game is based on missions and presents a constant challenge. This month's Take 2 review introduces you to the future.



+ Cool themes. Good control. Password for saving progress.

– Very tough at first. Sharp learning curve.

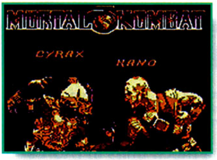
MORTAL KOMBAT 3

Game Boy

Company ....Williams Entertainment
Release Date ....December 1995
Memory Size ....4 Megabits

One of the best mini-fighters ever to mess up a Game Boy screen.

Mortal Kombat 3 for Game Boy does a great job of reproducing the look and feel of the original tournament fighter. You may find fewer moves and characters, only nine characters made it, including Smoke. Not all of the Kombat Kodes made it into the game,



either, but the animation of the large characters looks excellent and play control is quick. Williams didn't include Super Game Boy enhancements, but even so, MK3 looks and plays like a winner. For the big picture on this mini Pak, turn to this month's review.

+ Good graphics and control.

− Missing seven original characters. No two-player option.

NBA GIVE 'N GO

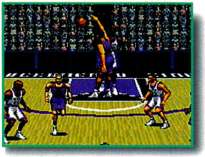
Super NES

1 - 4 PLAYERS

PASS WORD

Company ....Konami
Release Date ....December 1995
Memory Size ....16 Megabits

Arcade action comes home with a slam from Konami.



Better known as the number one arcade b-ball hit, NBA Run 'N Gun, this Super NES version, of Give 'N Go is essentially the same game. Up to four players at a time control teams of five NBA players in fast-breaking, hard-contact action. The NBA license includes teams, logos and most players, but not Shaq or Jordan. In addition to the arcade action, Konami threw in season and post-season modes and a password for saving the schedule. You can set up your controller or change the difficulty, as well. To see how well this arcade hit fits into the home scene, turn to our Sports Scene review.

+ Big characters. Fast action. Multi-player. Includes both arcade and season modes.

− Limited player moves. Some flicker in the graphics under crowded conditions.

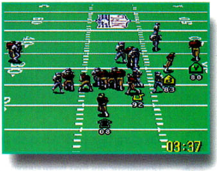
NFL QUARTERBACK CLUB '96

Super NES

1 - 4 PLAYERS

Company ....Acclaim
Release Date ....December 1995
Memory Size ....24 Megabits

Out of the huddle and ready to score, NFL QB Club is back for more.



Acclaim made the right off-season moves to bring back a champion with this edition of NFL Quarterback Club '96. The fun, but awkward QB contest has been replaced with a practical Practice mode that helps you learn the game. The other main options remain the same, including the excellent Simulation mode in which you play out scenarios. Graphically, this new QB Club stands alone in the football world. Neither Madden '96 nor Tecmo Super Bowl III look as pretty. Game play also shines and there is a lot of depth to the play. The 400 plays in the game give football sim fans as many options as the pros, but execution will determine who wins and who loses. This month, Sports Scene enters the huddle and calls the plays.

+ Excellent graphics. Lots of good options. Five player option. Excellent control of players on the field. Simulation mode.

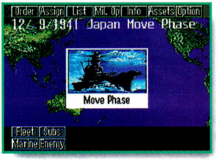
− No injury or trade options except for QB trades.

P.T.O. II

Super NES

Company ....Koei
Release Date ....November 1995
Memory Size ....24 Megabits

Would World War II have had a different outcome if you commanded the fleet?



Koei continues its series of historical war strategies with P.T.O. II: Pacific Theater of Operations. Fans of these complex games already know what to expect, but P.T.O. II truly goes over the deep end with the level of detail. Operations are no longer limited to a few bases as in the first game. As commander of the American or Japanese navies, you can make use of facilities from India to the east coast of the United States. Koei's games make use of pull-down type menus in a turn-based system of play. You move each unit and set its parameters, then end the turn. The computer resolves all conflicts where combatants meet. P.T.O. II includes some bells and whistles you might not expect, such as a special guided torpedo action sequence. At 24 megabits with a battery, P.T.O. II might cost an arm and a leg, but you get ten scenarios beginning with Pearl Harbor and ending at Iwo Jima and Naha. Epic Center plunges into the fray this month.

⊕ Big and complex. Players control almost everything imaginable.

⊖ Incredible precision (and some luck) is required to get fleets to meet and fight. Very slow to make turns. Slow learning curve.

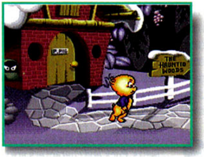
PORKY PIG'S HAUNTED HOLIDAY

Super NES

Porky Pig is finally ready for the release of his first game on the Super NES.

Company ....**Acclaim**
Release Date ....**November 1995**
Memory Size ....**16 Megabits**

Porky's holiday was delayed for seven months— what a nightmare. Now he's ready to p-p-party, but his dreams keep going sour. Acclaim wanders into the whacky Looney Tunes business with this title that was originally from Sunsoft and was scheduled to be released last spring. Now it's December and Porky is finally stepping out so we thought we'd refresh your memory. In this side-scrolling platform game, Porky explores half a dozen worlds, each with several stages and a guardian at the end. Porky's wanderings take him through Atlantis, a western ghost town, the Alps, a not-quite abandoned mine and a castle. Although most of the action is standard stuff, some of the graphics and special effects add a lot to the game. The rotating, Mode 7 tree stump in the Haunted Forest is especially cool. For tips and strategies on Porky, see the May 1995 issue of Nintendo Power.



⊕ Nice graphics with some excellent effects. A good game for younger players.

⊖ Basic side-scrolling action. Music and sound is a bit weak. Not overly challenging.

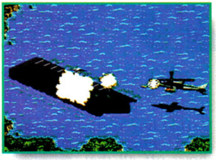
URBAN STRIKE

Super NES

Company ....**Black Pearl**
Release Date ....**December 1995**
Memory Size ....**16 Megabits**

More madmen threaten democracy in the latest Strike series game from Black Pearl/T•HQ.

This Super NES chopper whopper adds several new features, including more detailed graphics and the use of a second helicopter gun ship. With 40 missions in ten areas, Urban Strike presents a lot of ways to get shot down. As always, the action primarily takes place in the air and behind enemy lines. Your co-pilot takes care of the shooting and winching up of supplies and P.O.W.s, but you must put the chopper in the right place. It isn't easy. T•HQ did a good job reproducing all the details of the EA game. In fact, some of the graphics are an improvement, but the play control doesn't feel quite as sharp. This month's Take 2 review looks at the battle plan.



⊕ More detailed graphics than previous Strike games. Lots of missions.

⊖ Enemies and targets take a huge amount of damage before being destroyed.

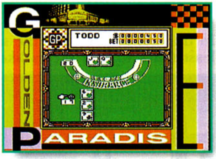
VEGAS STAKES

Game Boy

Company ....**Nintendo**
Release Date ....**December 1995**
Memory Size ....**4 Megabits**

Now you can win big bucks on the Vegas strip no matter where you want to play.

Nintendo's Super Game Boy version of Vegas Stakes does a solid job of recreating the Super NES game. Unlike many gambling games, Vegas Stakes adds to the mix an element of adventure. Throughout your gaming, characters offer you chances to make humanitarian gestures or to risk your cash. Some will pay off and others are a scam. In the meantime, you can win big bucks playing Blackjack, Poker, Roulette, and Craps. As your wallet grows fat, you can take it uptown to the big stakes tables. In all, there are four casinos where you can make your fortune. Take a walk on the wild side of Vegas with this month's Vegas Stakes review.



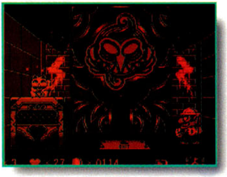
⊕ Easy controls. Fun adventure element.

⊖ Only four games of chance.

WARIO LAND

Company ....Nintendo
Release Date ....December 1995
Memory Size ....16 Megabits

Wario's Virtual Boy debut takes 3-D gaming to a deeper level.



Virtual Boy Wario Land not only shows off all that the Virtual Boy system can be, it rocks. This is a fully realized game with some great 3-D elements. In fourteen stages, you'll face four major baddies and hundreds of lesser foes who come at Wario from every side, including the front and the back. As in his Game Boy adventure from last year, Wario wears special hats to help him head off danger. If you've waited for a big Virtual Boy game, this is it. Our in-depth review shows you the depths.

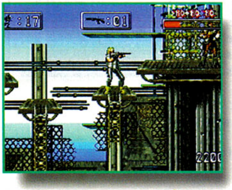
⊕ Excellent use of 3-D graphics and game elements. Lots of fun.

⊖ You'll want even more.

WATERWORLD

Company ....Ocean
Release Date ....December 1995
Memory Size ......16 Megabits

The Mariner must save Enola and the Atollers from the ravages of the Smokers in Ocean's action-packed Super NES version of Waterworld.



In this wet future, only the strong take baths. At least that's what it seems like in Waterworld the movie. Ocean borrowed several concepts, including the grungy look of the atolls, and turned them into an action game with several distinct activities. As Costner, you begin the game in Trimaran mode—that's the big, three-hulled ship. You shoot at Smokers and rescue Atollers, pretty much the same as in the Virtual Boy game. The second activity is diving for treasure, but you can only hold your breath for a set period of time. Finally, on the Atolls themselves, you must wipe out bad guys, collect guns, and go to the shops to get special items. It's a weird mix, but there's a lot of action. Will you sink or swim? Before you take the plunge, head out to this month's review.

⊕ Interesting variety, at first.

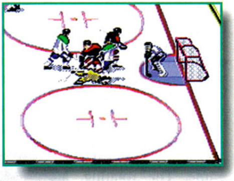
⊖ The same three types of stages keep repeating.

WAYNE GRETZKY AND THE NHLPA ALL-STARS

1-4 PLAYERS

Company ....Time Warner Interactive
Release Date ....November 1995
Memory Size ....12 Megabits

It's fast hockey without slots and pull rods.



Wayne Gretzky carves his name on the ice along with his teammates and opponents in the NHL Player's Association, but he doesn't make much more of an impact in this hockey game from Time Warner. Stick fans will find most of the options they want including season and post-season play. There's also an instant Just Play option to get you straight into the action. Last month's Sports Scene covered the game

⊕ Fast learning curve. Multi-player option. Full-motion video highlights. Puck and characters are larger than in other games.

⊖ No NHL license. Animation is jerky. Winner of Fight option in Arcade mode stays on the ice.

WWF WRESTLEMANIA: THE ARCADE GAME

Company ....Acclaim
Release Date ....December 1995
Memory Size ....24 Megabits

Crushing blows and painful holds from the kings of the ring in WWF's arcade game for the Super NES.

Acclaim and Williams truly spruced up the WWF Wrestlemania series in The Arcade Game by giving it special moves patterned after Mortal Kombat and other tournament fighters. Gone are the days of mindless wrestling controls that might or might not lead to a pin. The moves and graphics are great, but the animation ate up the memory and only six wrestlers made it into the final game—two short of the total in the original. Doink and his cronies engage in comic moves that are a lot more fun than the serious moves of previous WWF outings. Is it enough? Take a ringside seat with this month's no-holds-barred review.

+ Excellent graphics. Some cool moves. Fun.

− Too few wrestlers. Voice-over gets old quickly.

HEAD TO HEAD

TITLE	POWER METER RATINGS G	P	C	T	EDITOR PICKS	IDSA RATING	GAME TYPE
DONKEY KONG COUNTRY 2: DIDDY'S KONG QUEST	4.8	4.0	4.3	4.0	✪ ☆ ✫ ✭ ✳ ★	K-A	Action
FRANK THOMAS BIG HURT BASEBALL	3.5	3.0	3.4	3.3	☆ ✭	K-A	Baseball
KAWASAKI SUPER BIKE CHALLENGE	2.5	3.1	2.5	3.0		K-A	Racing
MECHWARRIOR 3050	3.5	3.2	3.4	3.4	✪ ✭	K-A	Action
MORTAL KOMBAT 3	3.5	3.1	3.0	3.1		M	Tournament Fighting
NBA GIVE'N GO	3.8	3.5	3.6	3.3	✪ ✭	K-A	Basketball
NFL QUARTERBACK CLUB '96	3.8	3.0	3.1	3.8		K-A	Football
P.T.O. II	3.1	2.5	3.4	3.4	☆	K-A	Strategy RPG
PORKY PIG'S HAUNTED HOLIDAY	3.5	3.0	3.5	3.0		K-A	Action
URBAN STRIKE	3.2	3.1	3.2	3.2		K-A	Action
VEGAS STAKES	3.1	3.4	3.5	3.6		K-A	Gambling
WARIO LAND	4.4	3.8	4.4	4.3	✪ ✫ ✭ ☆ ★	K-A	Action
WATERWORLD	3.5	3.3	2.9	3.0		K-A	Action
WAYNE GRETZKY AND THE NHLPA ALL-STARS	3.4	3.4	3.5	3.3		K-A	Hockey
WWF WRESTLEMANIA: THE ARCADE GAME	4.0	3.3	3.6	3.1	✳	K-A	Wrestling

ICON KEY

1-PLAYER MODE
MULTI-PLAYER ALTERNATING
MULTI-PLAYER SIMUL.
PASS-WORD
BATTERY BACK-UP
GAME LINK
SUPER GAME BOY
SUPER FX
SUPER MOUSE
SUPER SCOPE

Editors If you like the same types of games as one of our Power editors, then check for his or her seal of approval above.

✪ **Scott**
Sports, Simulations, Adventures

★ **Leslie**
RPGs, Puzzles, Adventures

✫ **Jeff**
Action, Sports, Fighting

✭ **Jon**
Fighting, Simulations, RPGs

✳ **Dan**
Action, Adventures, Puzzles

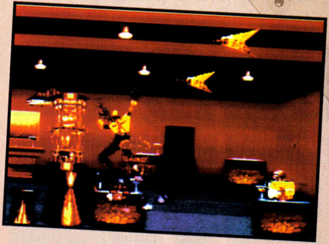
☆ **Terry**
RPGs, Simulations, Sports

IDSA Ratings:

These Independant Digital Software Assoc. ratings reflect appropriate ages for players. The categories include:EC=Early Childhood, K-A=Kids to Adults, T=Teen (13+), M=Mature (17+), A=Adult (18+), NR=No Rating. To contact the IDSA regarding the rating system, call 1-800-771-3772.

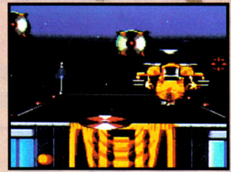
PAK WATCH

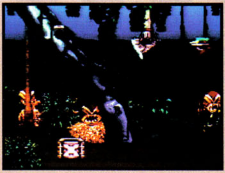
THE *INSIDE* SOURCE ON FUTURE GAMES



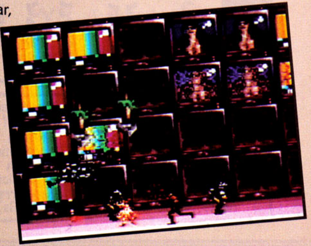
SAY YOU WANT A REVOLUTION X

Hey, you know, it's a sweet emotion when the ultimate rock and roll arcade game heads home for the Super NES. Revolution X walks that way, featuring a hard rocking soundtrack from Aerosmith that includes hits such as Dude Looks Like A Lady, Rag Doll, and Heart's Done Time. The shooting action never lets up, from an L.A. nightclub to the rain forests of South America, and neither do the graphics or the soundtrack. If you haven't squandered all your CD savings in the arcade, what it's all about is a fanatic organization that wants to stop rock and roll. Guess they don't know that rock and roll will never die! Still, the fools have kidnaped the-band-that-will-never-die and only you, their most lethal and dedicated fan, can save the rockers from a life of imprisonment and Mel Torme velvet fog torture techniques. What you've got going for you is a sharp-shooting will to chill and tons of power-ups. Rev X also boasts a host of hidden secrets, as many as you'll find in NBA Jam. What all this means is that Rev X won't end up gathering dust like all those other toys in the attic. Acclaim hopes to release Revolution X by the end of the year, but it may be a close race.

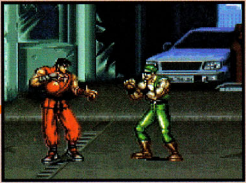




ACCLAIM

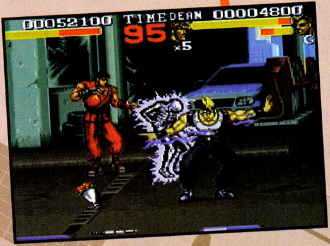


FINAL FIGHT 3



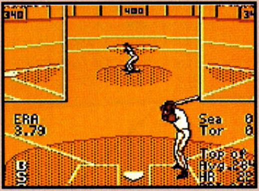
The final version of Final Fight 3 finally arrived from Capcom just in time to reach the shelves by the end of the year. This 24 megabit scrolling fighter features the familiar block-by-block battles where endless thugs move in to stop the good guys. Your advantage lies in having a range of fighting moves, including weapons and super moves, plus the option to play with one of your friends in a two-player cooperative mode. Capcom also added a two-player mode in which one character is controlled by the computer, so you can attack with two characters even when playing alone. Back for more brutality is Mike Haggar and his side-kick, Guy. Joining the heroes of Metro City are newcomers Dean and Lucia. In this round, the Skull Cross gang has become a plague on the city, causing riots and mayhem. One improved element over previous Final Fight games is better A.I. for the regular baddies. They don't come at you with the same mindless attack time after time. Instead, they may rush you or attack from another location. All the elements are here for a classic fighter and Final Fight fans will want to check it out.

CAPCOM



FRANK THOMAS BIG HURT BASEBALL

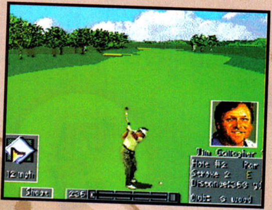
The boys of summer could have used this game in the dugout to keep things interesting during the seventh inning stretch, except Frank Thomas Big Hurt Baseball for Game Boy is just coming out now, at the end of the year. What the ball players and game players have missed is the best baseball game for Game Boy ever, and possibly one of the best sports games around. Big Hurt in the small package delivers big league action, especially from the mound. Two placement controls allow you to pitch anywhere in or out of the strike zone with a fast ball, splitter or change up thrown at one of three speeds. The hits just keep on coming with the MLBPA license that includes all the players and their stats from the '94 season, exhibitions, season games with a password feature, a home run derby, play-offs and an All-Star game. This is a big league winner all the way. The animation may look simple at first, but the development team at Acclaim and Real Time Associates know the game and what's important. You can start warming up for the new season when this one hits the shelves late this month, or in early January.



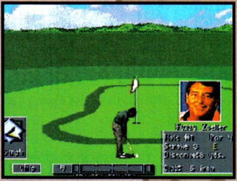
ACCLAIM

PGA TOUR '96

BLACK PEARL



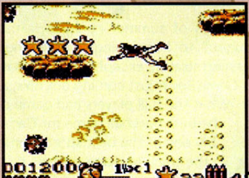
The first game ever to use the SA-1 co-processor chip for the Super NES comes from Black Pearl, a label of T•HQ, by way of EA Sports. The eight courses on this tour include major PGA sites such as Avenel, Las Colinas, River Highlands, Sawgrass, Scottsdale, Southwind, Summerlin, and The Woodlands. The SA-1 chip was used for calculating the flight of the ball, not to increase the graphic realism of the game, but the graphics faithfully represent the different courses. Just as in the EA Sports original PGA games, players can practice or play tournaments, skins challenges, match play, or have a shoot-out. There's even a driving range where you can sharpen up your wood work and a putting green where you can tap in some practice putts. The battery-backed memory saves your round in progress for up to four players, and you can pass one controller around or use two controllers. This may be one of the most challenging golf games around, and the variety of courses can't be matched by any other Super NES game. Next month's Sports Scene will take a longer look at the links.

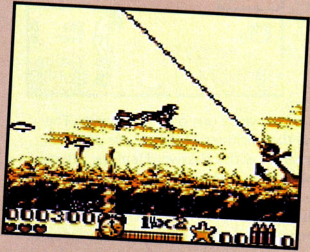


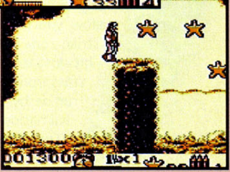
WATERWORLD

OCEAN

Instead of concentrating on the boats as in the Virtual Boy version of Waterworld, and the atolls in the Super NES pak, this game takes place both underwater and above. When you're all wet, it's a matter of swimming, gathering ammo and starfish, and shooting or avoiding enemies such as sharks. On dry ground (or what passes for dry ground in Waterworld) you run, climb, swing from overhangs and collect items. Waterworld for Game Boy may be more traditional than the versions we've seen for Virtual Boy and the Super NES, but it is also pretty well done. Look for it in December.







PAK WATCH EXCLUSIVE

3-D TETRIS

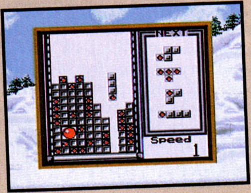
BREAKING NEWS

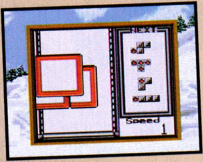
The game that launched Game Boys into millions of hands will also appear on Virtual Boy in 1996 thanks to a deal between Nintendo, Elorg and Bulletproof Software of Japan. The 3-D version of Tetris uses the world-famous falling block action in a captivating puzzle in which your task is to fill levels of a 3-D well or to recreate 3-D shapes. No date has been set for the release of the game, but don't expect it before 1996.

NINTENDO

TETRIS BLAST

No, this isn't Tetris meets Bomberman. Tetris Blast began life as a Super NES game called Bomblis from Bullet-proof Software. The idea behind Tetris Blast would make an amoeba look complex, but the hidden elements of the game make it one of the hardest to put down since Tetris. Players fill in the lines, as in Tetris, with the tetrad blocks, but the tetrads may contain small red bombs. A group of four small red bombs transform into one super bomb. When a line with a bomb in it disappears, the bombs explode, destroying other blocks around them. The strategy is to create lots of big bombs, then slip in a tetrad to set them all off and clear the stage for mass points.

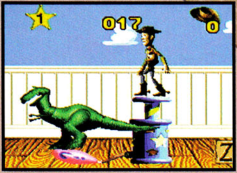


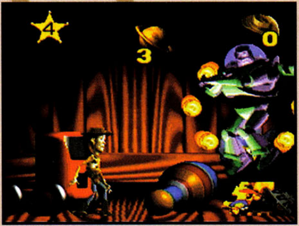


Disney Interactive

TOY STORY

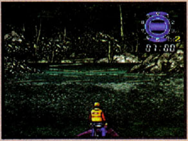
Disney Interactive's first major title of the season finally made it in to Pak Watch in its finished form. Toy Story, based on this fall's movie starring (the voices of) Tom Hanks and Tim Allen. The game turns out to be a bit of action and a bit of puzzle with rendered character graphics that are some of the best around. The level of challenge won't blow any minds, but for younger fans of Toy Story, that won't make any difference. With a little luck, this game should be on store shelves before the end of the holiday season.



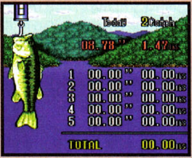


MARK DAVIS' THE FISHING MASTER

Mark Davis may be to the world of angling what Michael Jordan is to basketball, but his bass fishing game from **Natsume** isn't the catch of the day. This tournament style fish-n-fun-fest simplifies the whole process of bass fishing, from choosing a likely hole to reeling in the prize. Unfortunately, in trying to make the game simple, the developers also made it less challenging.

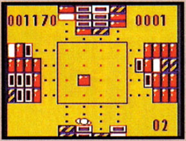


The Fishing Master limits movement to preselected locations on the tournament lake. Even more distracting, you always face the shore from about the same distance. Once you've tied on the lure and cast toward shore, the view switches to a split screen in which the lower screen shows a side view of the lure in the water. If a fish strikes, one push of the A Button sets the hook, then you reel it in. One good thing about the Fishing Master is that you won't waste hours wondering if there are any fish out there as in some bass video games. You'll catch plenty of bass, but some of them may be pretty puny. If you're like us, you may end up asking yourself, does the world really need another Super NES bass game? If you can't get enough bass, Natsume should release this one by the end of December.



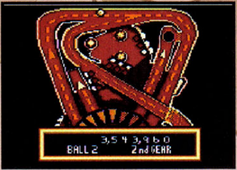
ZOOP

Zoop for Game Boy packs four-way puzzle action onto the portable system for people who just can't get enough frustration no matter where they are. Like the Super NES game, also brought to you from **Viacom** New Media, Zoop for the Game Boy places your shooter at the center of the action. As blocks stack toward you from four sides, you must shoot away the blocks, but only the appropriately shaded guns will do any good. The challenge starts early and lasts, with three main game modes: Continual, Level and Multi. Like a certain electric bunny, the Continual mode just keeps on going and going and going. Level play gives players a taste of victory, but only for a second before a newer, tougher puzzle flashes onto the screen. The Multi - player mode works only with Game Linked Game Boys, not with two controllers and the Super Game Boy. The only lapse in the creation of Zoop may be that it isn't a Super Game Boy game, but Viacom probably figured that you could pick up the Super NES version if you wanted some home time multi-player action. They could be right. Zoop should be in the stores any day. If you like puzzles and a challenge, check it out.



THE GETAWAY

High-scoring pinball with a high speed theme races onto the Game Boy scene from **Williams.** *The Getaway* features fast pinball action with multiple balls in play, scores that reach the tens of millions, and even a special Video Mode in which the game switches to a driving game. In the Video Mode, suddenly you're at the wheel of a car racing down a highway filled with traffic. As long as you can avoid hitting any of the other cars, you'll wrack up points. The speed of The Getaway may leave many other Game Boy pinballers in the dust. Unfortunately, the game doesn't have Super Game Boy enhancements. December should be the month when The Getaway makes its debut.



TOYS IN THE ATTIC

Revolution X isn't the only major news from Glen Cove, NY this month. In a major move, Acclaim entered into agreements to acquire two of the premier game developers in the world —**Sculptured Software** of Utah and **Probe Entertainment** out of the U.K. Sculptured's previous hits have included the Super Star Wars series for JVC and *Mortal Kombat* and *Mortal Kombat 2* for **Acclaim.** Probe developed classic action games such as *Alien^3*, *Batman Forever* and *Judge Dredd* for Acclaim. The pool of talent these acquisitions represent is truly impressive. The team at Sculptured stunned the world with the special effects in *NCAA Basketball*, which it developed for Nintendo. The Mode 7, behind the player perspective of NCAA proved that the Super NES was capable of feats never before seen in video games. Probe has shown the world some classy games as well, like the fast, realistic action of FIFA Soccer and the excellent animation in Alien^3. So what does it mean for you? Expect a mountain of magic from Acclaim.

FALCON x16
SCORE 0008250
TIES x11
SHIELDS

JUST WIRED

On September 9th, **Square Soft, Nintendo Company Ltd.** and **Just System** announced that they would jointly found a new company with capital resources of about five million dollars. Square would control 70%, NCL 20% and Just System 10% of the new joint venture company. If you haven't been typing in Japanese recently, you might not know that Just System is a leading Japanese PC software company specializing in word processing and computer networking. Just System has its own PC network in Japan called Just Net. The new company's business will be for official book publication, character merchandising, plus the development and distribution of entertainment software. According to one news report, the joint venture's real purpose could be to create a network for use with the Nintendo Ultra 64. Such a network could be used to provide direct access to networked games, business connections, online services and even such wired weirdness as interactive karaoke. That's right folks. The future of communications and entertainment won't be on expensive, clunky PCs. Just imagine it sitting on your television with an umbilical to your Nintendo Ultra 64.

RELEASE FORECAST

Super NES

Cutthroat Island	Fall	'95
Dragon Warrior VI	Summer	'96
Final Fight 3	Fall	'95
The Fishing Master	Fall	'95
Gargoyles	Winter	'96
Maui Mallard	Spring	'96
Mega Man X3	Fall	'95
Pinocchio	Spring	'96
Pocahontas	Spring	'96
Revolution X	Fall	'95
Scooby Doo Mystery	Fall	'95
Mario RPG	Spring	'96
Toy Story	Fall	'95
Whiz	Winter	'96

Virtual Boy

Mighty Morphin Power Rangers	Winter	'96
Nester's Funky Bowling	Winter	'96
3-D Tetris	Winter	'96

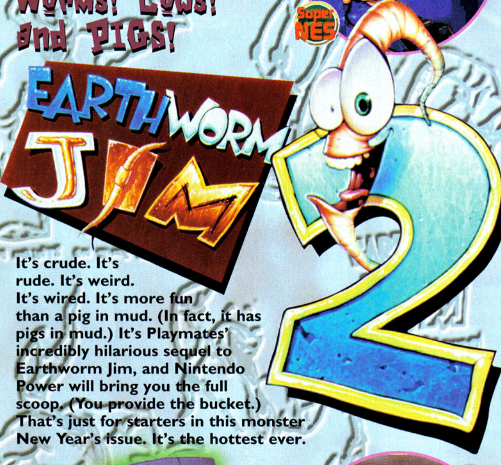
Game Boy

FIFA Soccer '96	Winter	'96
Frank Thomas Big Hurt Baseball	Fall	'95
The Getaway	Fall	'95
Mortal Kombat 3	Fall	'95
NBA Live '96	Fall	'95
NHL '96	Fall	'95
Tetris Blast	Winter	'96

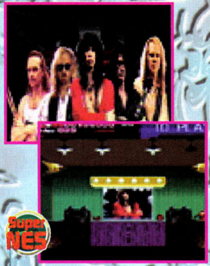
COMING NEXT ISSUE

Vol. 80, January 1996

Intergalactic Terror! True Romance! Worms! Cows! and PIGS!

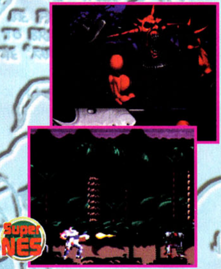


It's crude. It's rude. It's weird. It's wired. It's more fun than a pig in mud. (In fact, it has pigs in mud.) It's Playmates' incredibly hilarious sequel to Earthworm Jim, and Nintendo Power will bring you the full scoop. (You provide the bucket.) That's just for starters in this monster New Year's issue. It's the hottest ever.



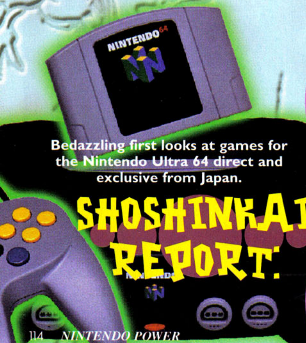
REVOLUTION X

Rock and roll will never die, but it may take a pounding in this awesome, arcade shooter.



MUTANT CHRONICLES

The Doom Troopers are on the loose, so don't lose your head—and bleed in designated areas only.



Bedazzling first looks at games for the Nintendo Ultra 64 direct and exclusive from Japan.

SHOSHINKAI REPORT.

16-PAGE SPECIAL MEMBERS ONLY

Every year our Power members score the big haul with a special January issue, and this year it's greater than ever. Our 16-page exclusive section covers the hottest upcoming games and gives you a look behind the scenes at Disney and Ken Griffey Jr. titles. But you have to be a subscriber by December 31st to get this incredible mag. Resolve to do it today or regret it forever!

DONKEY KONG
COUNTRY 2
DIDDY'S KONG QUEST
NINTENDO
POWER

DONKEY KONG
COUNTRY 2
DIDDY'S KONG QUEST
DK
NINTENDO
POWER

DONKEY KONG
COUNTRY 2
DIDDY'S KONG QUEST
TNT
NINTENDO
POWER

DONKEY KONG
COUNTRY 2
DIDDY'S KONG QUEST
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POWER

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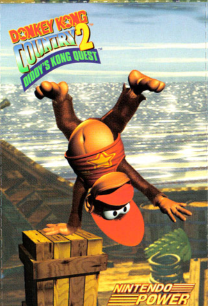
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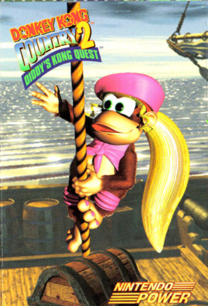
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DONKEY KONG
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NINTENDO
POWER

KRUNCHA

Height: 6'2"

Weight: 400 lbs.

Turn Ons: Barbells, washboard abs, feeling the burn.

Turn Offs: Yogurt, quiche, people who hog the mirror at the gym.

Favorite Quote: I'll be back.

Favorite Video: Anything with Schwarzenegger in it.

Favorite Song: Macho Man

Tips and Secrets: Kruncha is invulnerable to Diddy's and Dixie's attacks. Hitting him only makes him mad, and if he turns red, a mere touch will make you lose a life. Use barrels or chests to send him packing.

KABOOM

Height: 4'6"

Weight: 100 lbs.

Turn Ons: The Fourth of July, New Year's Eve, the 1812 Overture.

Turn Offs: Baths or anything having to do with water.

Favorite Quote: Nobody move, or the monkey gets it!

Favorite Video: Demolition Man

Favorite Song: TNT

Tips and Secrets: Bop Kaboom on the head to make him retreat into his barrel. Now you can use the barrel to blow things up. If you bounce off his stomach, he may leave bananas behind.

DONKEY KONG

Height: 6'

Weight: 450 lbs.

Turn Ons: Relaxing on the beach, banana milkshakes.

Turn Offs: Well, for one, being kidnapped really bites.

Favorite Quote: I have but 99 lives to give for my Country.

Favorite Video: King Kong

Favorite Song: The Banana Boat Song (you know, "Day-O!")

Tips and Secrets: DK left a trail of bananas for you to follow. If you get lost in a stage, follow the yellow fruit road!

RAMBI

Height: 5'6"

Weight: 3 tons

Turn Ons: Jogging, tractor pulls, mud baths.

Turn Offs: Waiting in line at the drive through.

Favorite Quote: Go ahead. make my day.

Favorite Video: Speed

Favorite Song: The Locomotion

Tips and Secrets: Rambi can jump on and bounce off Red Zingers without getting hurt. In the Castle Crush stage of K. Rool's Keep, look for Rambi in a passage on the left.

KLINGER

Height: 5'

Weight: 120 lbs.

Turn Ons: Skydiving, rock climbing, hotel elevators.

Turn Offs: Alligator shoes

Favorite Quote: There's no business like monkey business.

Favorite Movie: Cliffhanger

Favorite Song: Crocodile Rock

Tips and Secrets: You can defeat Klingers on ropes or poles by stomping on their heads, just like ground-based enemies. You must time your jump and come in from a high angle. If you hit them on the side, you'll lose a life.

DIXIE

Height: 2'6"

Weight: 35 lbs.

Turn Ons: Diddy, showing off her acrobatic skills, being a superhero.

Turn Offs: Macho monkeys, bad hair days.

Favorite Quote: It's more fun than a barrel of monkeys!

Favorite Video: Beauty and the Beast

Favorite Song: Girls Just Wanna Have Fun

Tips and Secrets: Dixie can jump higher and farther than Diddy. In the Blast Barrel stages, use Dixie's helicopter move to find Bonus Barrels in the corners, and under or between platforms.

DIDDY

Height: 2'6"

Weight: 40 lbs.

Turn Ons: Dixie, bananas, a leisurely swing through the trees.

Turn Offs: Kremlings in general, K. Rool in particular.

Favorite Quote: If at first you don't succeed, try, try again.

Favorite Video: Curious George Rides a Bicycle

Favorite Song: Doo Wa Diddy

Tips and Secrets: Diddy's cartwheel attack is faster and more effective against Spinys and other ground targets than Dixie's helicopter move. Always use the team throw at the beginnings of stages to look for hidden barrels.

SWANKY

Height: 5'6"

Weight: 380 lbs.

Turn Ons: Polyester, disco, plaid jackets, his gold 77 Firebird.

Turn Offs: Sushi, heavy metal or grunge music.

Favorite Quote: I'll take Jungle Trivia for $1,000.

Favorite Video: 100 Ways To Meet Girls

Favorite Song: My Way

Tips and Secrets: Swanky's free and one Banana Coin games are pretty easy, and you'll get at least one extra life if you win. You can win each game only once.

BACK ISSUES

These Nintendo Power issues are available individually. Add them to your collection! They contain these exciting reviews:

Volume 63 (Aug. '94): Stunt Race FX, Lord of the Rings-Vol. 1, King of the Monsters 2, The Death and Return of Superman, An American Tale: Fievel Goes West, Sonic Blastman 2, Disney's Beauty and the Beast (NES), Cool Spot (Game Boy), Itchy & Scratchy in Miniature Golf Madness, Robo Cop vs. The Terminator (Game Boy).

Volume 64 (Sept. '94): Mortal Kombat II, Super Bomberman 2, Pocky & Rocky 2, Blackthorne, Aerobiz Supersonic, Vortex, Shein's Revenge, Taz-Mania (Game Boy), The Making of Donkey Kong Country, Killer Instinct Preview.

Volume 65 (Oct. '94): Super Punch Out!!, Final Fantasy III, Maximum Carnage, Mighty Morphin Power Rangers (Super NES), Pac Man 2, Illusion of Gaia, Brain Lord, Mega Man V (Game Boy), Mortal Kombat II (Game Boy), Yogi's Gold Rush, Donkey Kong Country preview, Cruis'n USA preview.

Volume 66 (Nov. '94): Donkey Kong Country, Sparkster, Earthworm Jim, Final Fantasy III, Indiana Jones' Greatest Adventures, Super Adventure Island II, Wild Snake, Contra: The Alien Wars (Game Boy), Killer Instinct preview, Mortal Kombat II codes.

Volume 67 (Dec. '94): Demon's Crest, Earthworm Jim, Zero the Kamikaze Squirrel, Super Return of the Jedi, Uniracers, Tin Star, Wario's Woods (NES), Samurai Shodown (Game Boy), Wario Blast (Game Boy), Casino Funpack (Game Boy).

Volume 68 (Jan. '95): The Lion King, Robotrek, The Adventures of Batman & Robin, Pitfall: The Mayan Adventure, Street Racer, Star Trek: Starfleet Academy, Animaniacs, NBA Jam (Game Boy), Daffy Duck: The Marvin Missions, Madden '95 (Game Boy).

Volume 69 (Feb. '95): Mega Man X2, Kirby's Dream Course, The Lion King (Part 2), Sports Scene, Wolverine, seaQuest DSV, Desert Strike: Return to the Gulf (Game Boy), Super Punch Out!!, Donkey Kong Land preview.

Volume 70 (Mar. '95): NBA Jam Tournament Edition, Metal Warriors, Speedy Gonzalez, Tetris & Dr. Mario, Hagane, The Incredible Hulk, Bubsy II, King Arthur & The Knights of Justice preview, EarthBound preview.

Volume 71 (April. '95): StarGate, Spider-Man: The Animated Series, Addams Family Values, The Lion King, Sports Scene, Mario's Picross, NBA Jam Code Special, Latest News on the Ultra 64, Banana Bucks, Secret of Evermore.

Volume 72 (May. '95): Kirby's Dream Land 2, True Lies, Justice League Task Force, The Flintstones, Warlock, Porky Pig's Haunted Holiday, Fatal Fury Special, PGA European Tour, Mortal Kombat III Sneak Preview, X-Band Modem, Nintendo Power Online.

Volume 73 (June. '95): WeaponLord, EarthBound, Star Trek: Deep Space Nine, Dirt Trax FX, Super Turrican 2, Prehistorik Man, Jungle Strike, Rise of the Phoenix, Super NES Killer Instinct Sneak Preview, Virtual Boy, Life Fitness, Ultra 64 revealed.

Volume 74 (July. '95): Donkey Kong Land, Judge Dredd, Nosferatu, Jungle Strike, Animaniacs, Power Instinct, S.W.A.T Kats, Power Rangers-The Movie, World Heroes 2 Jet, E3 Report, ACM Programming, Sports Scene, RPGs in Japan.

Volume 75 (Aug. '95): Virtual Boy Special, Mario's Tennis, Galactic Pinball, Teleroboxer, Mario Clash, Yoshi's Island: Super Mario World 2, Street Fighter II, Phantom 2040, Ninja Gaiden Trilogy, Judge Dredd, Arcade Classics, Earthworm Jim, Chrono Trigger, Secret of the Stars, Digipen Game Programming College.

Volume 76 (Sept. '95): Killer Instinct, Doom, Red Alarm, VB Golf, Castlevania: Dracula X, The Mask, Dragon: The Bruce Lee Story, Galaga/Galaxian, Donkey Kong Land 2, The Syndicate, Chrono Trigger, Romance of the Three Kingdoms IV, H. Lincoln & M. Arakawa profile.

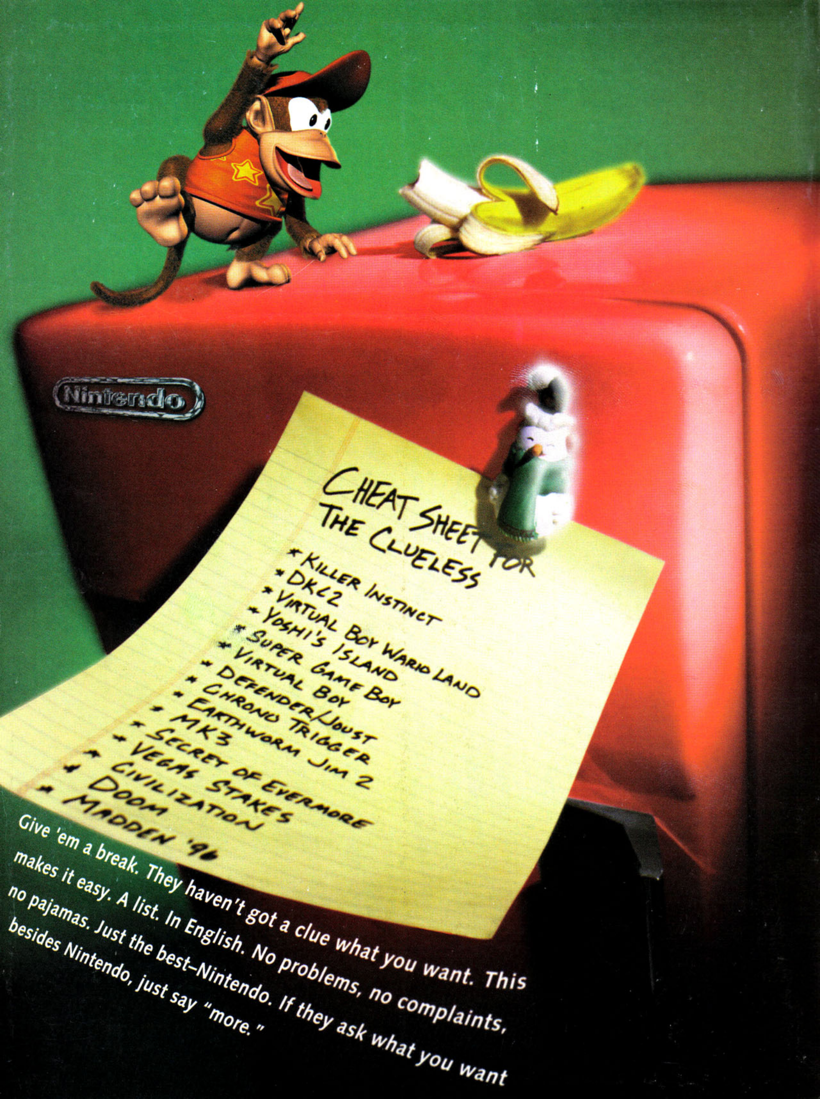
Volume 77 (Oct. '95): Super Mario World 2: Yoshi's Island, Batman Forever, Primal Rage, AAAHH!!! Real Monsters Mega Man 7, Vertical Force, Panic Bomber, Aladdin (Game Boy), Civilization, Secret of Evermore, Super Mario RPG preview, Sports Scene.

Volume 78 (Nov. '95): Mortal Kombat 3, Spiderman and Venom: Separation Anxiety, Big Sky Trooper, Boogerman, Zoop, Waterworld for Virtual Boy, Virtual League Baseball, Killer Instinct, Super Return of the Jedi, Defender/Joust, Wizard's Realm, Secret of Evermore, Anniversary Celebration, Sports Scene.

Use the Back Issue/Tip Book Order Form in this issue to order past Nintendo Power issues and books, or call our Consumer Service department at 1-800-255-3700 to order by phone with Visa or MasterCard.

TELL 'EM TO
STUFF IT!
Put it in your stocking this holiday season.
They save $10 when they buy you a Super Game Boy.
And get up to $50 off other cool stuff to cram in your stocking.

Save big bucks when you or someone who really likes you buys a Super Game Boy at participating retailers. Look for all the details in the packet arriving in the mail, or check out the display at cooler retail outlets. Any other deal is just a lump of coal.


Nintendo
CHEAT SHEET FOR
THE CLUELESS
* KILLER INSTINCT
* DKC2
* VIRTUAL BOY WARIO LAND
* YOSHI'S ISLAND
* SUPER GAME BOY
* VIRTUAL BOY
* DEFENDER/JOUST
* CHRONO TRIGGER
* EARTHWORM JIM 2
* MK3
* SECRET OF EVERMORE
* VEGAS STAKES
* CIVILIZATION
* DOOM
* MADDEN '96

Give 'em a break. They haven't got a clue what you want. This makes it easy. A list. In English. No problems, no complaints, no pajamas. Just the best–Nintendo. If they ask what you want besides Nintendo, just say "more."